

UNLICENSED, UNCENSORED, UNDERGROUND

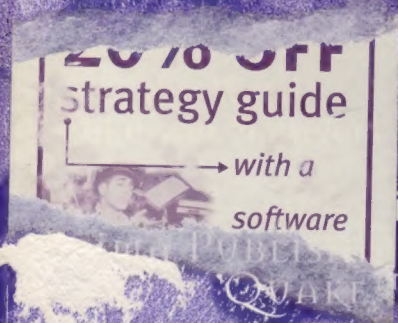
PRIMA'S

QUAKE™

UNAUTHORIZED MAP GUIDE

**All Four Episodes
Plus Deathmatch Levels!**

HIDDEN Cheat Codes!



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Prima's Quake™

Map Guide Unauthorized

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Contents

Acknowledgments	iv
Introduction	v
Getting Started	1
Episode 1: Dimension of the Doomed	9
Mission 1: Slipgate Complex	9
Mission 2: Castle of the Damned	13
Mission 3: Necropolis	17
Mission 4: Grisly Grotto	21
Secret Mission: Ziggurat Vertigo	25
Mission 5: Gloom Keep	29
Mission 6: Door to Chthon	33
Mission 7: House of Chthon	37
Episode 2: Realm of Black Magic	39
Mission 1: The Installation	39
Mission 2: Ogre Citadel	43
Mission 3: Crypt of Decay	47
Secret Mission: The Underearth	51
Mission 4: The Ebon Fortress	55
Mission 5: The Wizard's Manse	59
Mission 6: The Dismal Oubliette	63
Episode 3: Netherworld	67
Mission 1: Termination Central	67
Mission 2: The Vaults of Zin	71
Mission 3: The Tomb of Terror	75
Mission 4: Satan's Dark Delight	79
Secret Mission: The Haunted Halls	83
Mission 5: Wind Tunnels	87
Mission 6: Chambers of Torment	91
Episode 4: The Elder World	95
Mission 1: The Sewage System	95
Mission 2: The Tower of Despair	99
Mission 3: The Elder God Shrine	103
Mission 4: The Palace of Hate	107
Mission 5: Hell's Atrium	111
Secret Mission: The Nameless City	115
Mission 6: The Pain Maze	119
Mission 7: Azure Agony	123
End: Shub-Niggurath's Pit	127
Deathmatch	131
Cheat Codes	145

Acknowledgments

This could perhaps be the fastest book ever produced. And the awesome Prima editorial and production team deserves all the credit. Individual kudos go to Chris for his incredible project-juggling ability; Kari for her savvy in putting the pieces together; Mike for the beautiful cover; Connie for the design; Rod for the maps; and Debra for letting us choose our own path through the book-writing maze.

Introduction

Mapping Your Future: The Complete Picture

There are no maps to guide you down the long, winding, lonely highway of life.

Sometimes, you lose your way... get sidetracked... and, as a result, meet your demise without ever reaching your final destination.

That's life, and such is *Quake*.

With this latest standard-bearer in 3D gaming, id Software did its best to mimic real life. They crafted twisted dungeon mazes, brimming with toxic sludge, and nailgun traps. They loaded each mission up with a generous helping of guns and ammo, and lovingly topped off each maze with a vile zoo of flesh-flinging Zombies, chainsaw-swinging Ogres, and lightning bolt-heaving abominable snowmen.

And, as in real life, you are tasked with enduring the trials and tribulations of your journey without the benefit of a single map.

OK, so maybe it was a long way to go for the pseudo-deep analogy. Still, there is an important point coming...

Maps, Maps, Maps, and Yet More Maps

Like life, *Quake* doesn't include anything even remotely resembling an automap feature. This makes getting around the dungeon a particularly vexing dilemma.

Though the maps in this book probably won't win any major awards—though they might, lovingly hand-rendered as they are—they can provide an invaluable aid as you try to explore strange new territory. The numbers correspond to the order which our experience has taught us to be the most enjoyable, though not always most expedient, path through each mission. Follow along, and you'll find all the pertinent info, even if the relative scale tends to fluctuate. As in real life... oh all right, nevermind.

The point is, every Secret Area, switch, item, weapon, Secret Mission entrance, and end-of-episode Rune Key is there for you to clearly see.

Strategies?

You Don't Need No Stinkin' Strategies

With the maps as the centerpieces of this book, you'll find the prose lean and mean. We consciously decided not to include many blow-by-blow strategies.

We have, however, included a run-down of every weapon, monster, and item in the game, in addition to explicit directions for finding each and every Secret Area. Using the callouts on the maps as guideposts, not only do we lead you to all the must-see areas, we also provide you with a few key tactics for emerging victorious from each major encounter or trap.

If you're in desperate need of a primer—your friends roll their eyes when you question them sincerely on matters such as acquiring ammo—consider studying the game documentation... or perhaps getting ahold of Prima's full-blown *Quake Strategy Guide*. But if you've ever knocked around the likes of *Doom*, *Hexen*, or *Duke Nukem 3D* (and we bet you have), you already get the general idea.

And because we're assuming you're already somewhat of a 3D game veteran, we opted to compile this map book under the Hard difficulty setting. Our feeling is that, once you've mastered the basics, you won't deign to play in a lesser mode. Besides, in most missions, at least a couple of small antechambers only open at the Hard difficulty setting. It would be a shame to miss out on any of the items or bad guys waiting inside...

Strategies?

You Don't Need No Stinkin' Strategies!

With the maps as the centerpiece of the book, you'll find a lot of advice on how to use them. We certainly decided not to include any of the more complex, play-by-play strategies.

We have, however, included a run-down in every weapon, monster, and item in the game, in addition to explicit directions for finding each and every Secret Area. Using the callouts in the maps as guideposts, not only do we lead you to all the must-see areas, we also provide you with a few key tactics for engaging victorious from each major encounter or trap.

If you're in desperate need of a pointer—your friends will think you're a bit of a klutz when you question their ability as warriors such as acquiring ammo—consider using the game's documentation... or perhaps getting ahead of them's all about *Quest Strategy Guide*. But if you've just knocked around the likes of Doom, Warcraft or Diablo, Volume 3D (and we bet you have), you already got the general idea. And because we're assuming you're already somewhat of a 3D

game veteran, we opted to compile this map book under the heading of "Strategy." Our feeling is that, once you've mastered the basics, you won't design to play in a less-than-ideal fashion. Instead, we have a couple of small instructions only for the most difficult settings. It would be a shame to miss out on the most interesting of the items or bad guys setting traps.

Getting Started

This chapter provides a brief overview of the monsters, weapons, and items you'll encounter as you quest for Keys in the land of Quake. We've lovingly tossed in a few tactical notes just to get you pointed in the right direction.

Guns and Ammo

Quake features enough firepower to support a small banana republic, and utilizing each weapon to its maximum effect is one of the most important aspects of enjoying a long and homicidal life while adventuring. Included with these descriptions is a note on the ammo required, and the amount found in a small box. As a rule, a large ammo box holds twice as many refills as the small version.

Axe

Much like *Doom's* Fist, the Axe is the only non-shooting weapon in Quakedom. When playing Deathmatch, try fighting with "Axes Only." It's the next best thing to being a real-live axe murderer.

Shotgun

The simple Shotgun is your starter weapon, a tool with limited range and firepower to match. But then again, it's a hell of a lot better than swinging that Axe at everyone you meet. A small box of Shotgun Shells holds 20 cartridges.

Double-barreled Shotgun

Generally, this is the first weapon upgrade you lay hands on. This is your weapon of choice for general patrolling purposes, though unsuitable for fighting the major badasses. A small box of Shotgun Shells holds 20 cartridges.

Getting Started

Nailgun

Like *Doom*'s Chaingun, its rapid rate of fire often allows you to keep larger foes in a state of pain and disorientation, thus rendering them incapable of counterattack. Very effective. Refills are technically termed "Flechettes," though the game will report them as "Nails" when acquired. A small box contains 25 Nails.

Supernailgun

This triple-barreled nightmare packs a wallop that leaves even the deadliest opposition wishing they'd found someone else to hassle. Because of its gluttonous ammo consumption, reserve the Supernailgun for the times when your need is greatest, namely when fighting Shamblers and Vores. Refills are technically termed "Flechettes," though the game will report them as "Nails" when acquired. A small box contains 25 Nails.

Grenade Launcher

The Grenade Launcher lobbs explosive shells at your enemies, and the key word here is "lobbs." Grenades detonate on contact only if you hit an opponent outright. Work your trajectories to bounce a Grenade off a wall or doorjamb such that it hammers any foes before they have a chance to return the favor. Small boxes of Grenades hold five projectiles; Ogres relinquish them in pairs upon death.

Rocket Launcher

Akin to the Grenade Launcher, this weapon instead tacks a propellant onto the back of the explosive charge, resulting in a straight-shooting instrument of destruction. There's no finesse here, just point and shoot. Grenades are also used as Rocket Launcher refills, and a small boxes holds five projectiles; Ogres relinquish them in pairs upon death.

Thunderbolt

Acquired only in the later missions of Episodes 2, 3, and 4, the Thunderbolt is one way to show every monster who's boss. In fact, most foes immediately go all to pieces when you show it off. The gun burns roughly six charges for

each second of use, and you'd have to be an idiot to fire it underwater—unless you're wearing the Pentagram of Protection, a rare but noteworthy occurrence in the one-player game. In Deathmatch, possessing a Thunderbolt and an active Pentagram is the stuff dreams are made of. A box of Cells holds six charges.

Monsters (and the Weapons That Kill Them)

If you've got the game cranked up to the higher difficulty settings, you need to pay particular attention to weapon selection to get the most out of the firepower at your disposal. And don't forget that the monsters hate each other almost as much as they hate you.

Rotfish

Schools of these scaly scum-suckers tend to divert your attention from more dangerous foes. To clean out a Rotfish-infested pond, jump into the water and immediately hop back out to attract attention. Ever wanted to shoot fish in a barrel?

Rottweiler

These rabid pups of *Quake* are target-practice material. The Double-barreled Shotgun is the generally accepted tool for keeping them off your leg.

Grunt

The aptly named Grunt is just a little bit tougher than his four-legged friend. Apply the Double-barreled Shotgun to lone Grunts, or use a larger shell if you have to deal with a pack of trouble.

Enforcer

Slightly tougher than his Grunt buddies, whip out that Double-barreled Shotgun and stay mobile. Keep your distance, and you can easily dodge his laser bolts. An Enforcer's corpse graciously yields five energy cells, redeemable only when you get your hands on the Thunderbolt.

Getting Started

Knight

If three or four Knights sprint in your direction, don't be afraid to nail the initial wave. For lesser numbers, the Double-barreled Shotgun more than does the job. Though Knights love to hunt you down, they are easily side-tracked by monsters they meet along the way—unwittingly aiding your Rune Key quest.

Death Knight

Up close, the Death Knight's blade quickly whittles Vores, Fiends, and slow heroes down to size. From a distance, his blazing fan of energy bolts can easily reduce you to cinders. Stay out of sword range, seek cover, and use the Supernailgun to make him bow down before the one he serves.

Zombie

Use anything less than an explosive shell and these flesh-flinging, rotting rejects simply rise to fight again—usually clawing at your back after you've run past their flattened form. Load up the Grenade or Rocket Launcher and blast these punks into chunks, or you'll be sorry.

Scrag

You might down a lone Scrag using just the Double-barreled Shotgun, but encountered in groups, or with other monsters, you'll want a weapon in hand that doesn't require lengthy reloading time. If your aim is quick and sharp, rely on the Rocket Launcher to cleanse the skies of Scrag flocks.

Ogre

Because of their formidable long range attacks and close combat skills, these guys require the harshest treatment—preferably Grenades or Nails. The Ogre has a sweet spot—a proximity that's just out of chainsaw reach and too close for Grenades—but misjudge that distance and you'll either be sawed into bite-sized chunks or force-fed a bag of bombs.

Spawn

Their explosive nature makes them unsuitable sparring partners. Use Rockets, Grenades, or Nails to detonate these bouncing blue blobs from a distance. If an area looks suspiciously empty, consider dispensing some large shells before you enter to pre-empt a Spawn first strike.

Fiend

Use Grenades or Nails, and keep your distance. If you can draw the Fiend into a relatively confined area (like a long hallway), you'll greatly hamper his evasive techniques. However, be careful not to pin yourself into a corner. If you can put a relatively small obstruction between you and an onrushing Fiend, he often becomes effectively immobile, no doubt due to his excitement at the pending rending of your flesh.

Vore

In close- or medium-range combat, the Supernailgun's relentless fire prevents a Vore from unleashing a volley of homing-spikeballs upside your head. For best results, however, employ the Rocket Launcher and fight him at long range. Keep your distance, and you should have no trouble evading the spikeballs, though you will need to seek cover.

Shambler

Our recommendation starts with Nails. If you're out of Nails, use the environment to your advantage: Hide in a small area that the Shambler can't squeeze into and strafe with a Double-barreled Shotgun. Like the Ogre, the Shambler has a sweet spot (though it's much smaller), where it seems like he can't decide whether to bat you like a cat toy or bolt you to death.

Stayin' Alive

The realm of *Quake* has a vast assortment of items to aid you on your journey. This section includes a couple of worthwhile tactical notes, as well as simple definitions.

Health

Health boxes come small (15 points) and large (25 points). Once you start to recognize the subtle differences between the two types, you can pass up the bigger boxes until you really need them.

Megahealth

The large Megahealth box adds 100 points to your Health total, though any surplus over the standard 100-point maximum soon begins to drain away. For that reason it's a good idea to save this item to use prior to a big battle. You'll lose the health bonus no matter what you do, so you might as well use it to absorb enemy fire.

Armor

Armor comes in three flavors: Good, Better, and Best. Green Armor is worth 100 points; Yellow 150; and Red 200. As with *Doom*, when you take damage you lose both armor and health points.

Biosuit

The Biosuit lets you enter damaging areas of slime without feeling the ill effects. Of course, this item has a limited duration. Save the game before you suit up, then explore nearby. Once you've found the suit's obvious intention, and the most expedient path to your goal, reload the game and do it for real.

Quad Damage Rune

Quad Damage is another of those items you should avoid until a big battle rears its ugly head. Check the vicinity before powering up to ensure the nearby enemies warrant the harsh treatment Quad Damage allows you to inflict. One of these babies and a few Nails make such short work of a Shambler it seems almost unfair. Almost.

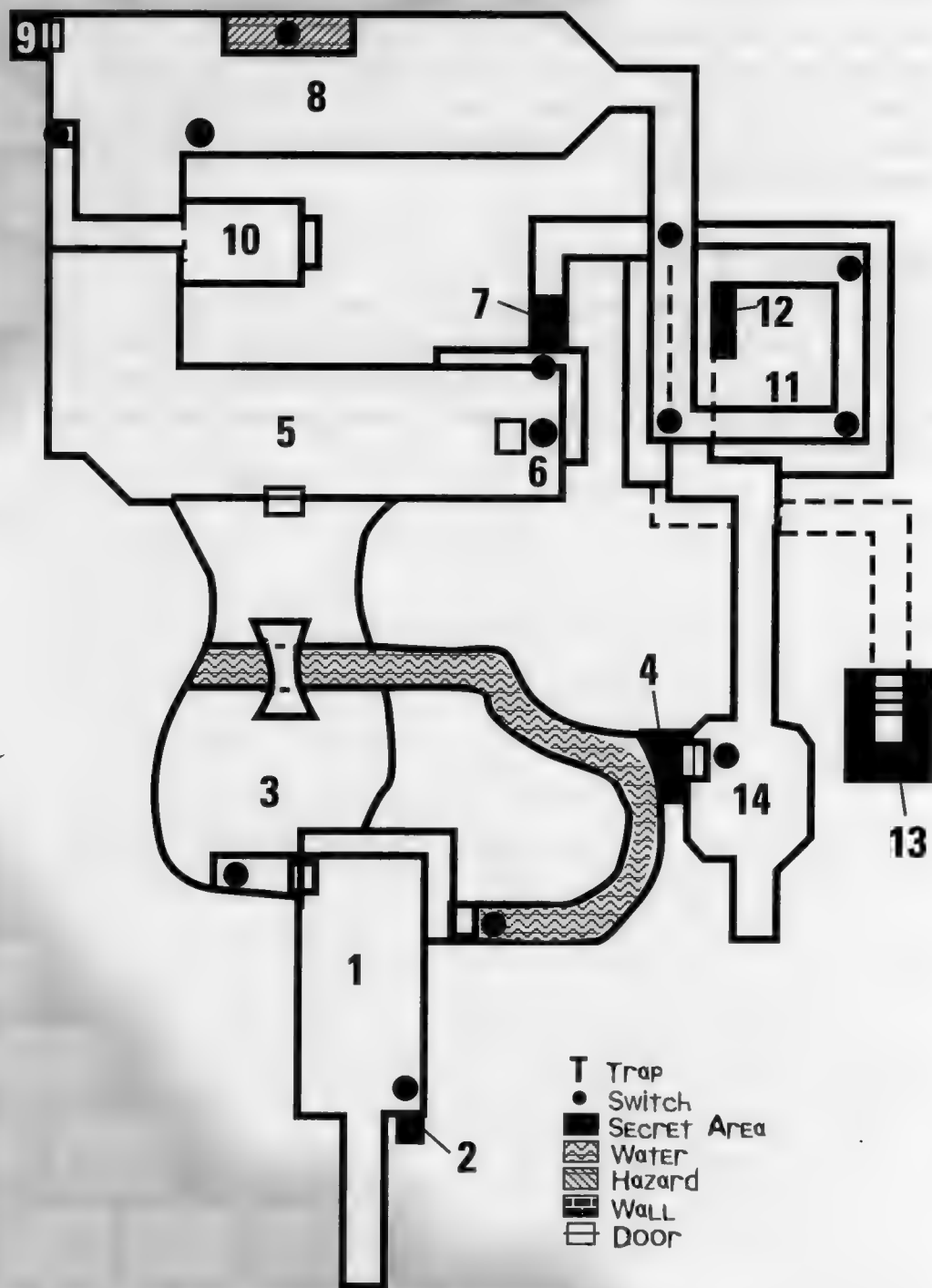
Ring of Shadows

The Ring of Shadows rune renders you invisible for a short spell. Minor monsters seem entirely incapable of targeting you, and even the big boys struggle to find the range. This is a great rune for getting the drop (or hiding out) in Deathmatch play, though your hovering eyeballs may occasionally tip your hand.

Pentagram of Protection

Grab the Pentagram of Protection and you're immune to all attacks for the duration of the spell. Not only can you pound on a stronger monster with no fear of reprisal—perhaps while ignoring lesser monsters until you finish off the major threat—you can also travel in hazardous areas even the Biosuit can't handle.

Episode 1



Mission 1: Slipgate Complex



The Slipgate mission, as you might expect, lets you experience *Quake* with relatively little fear of reprisal. Grunts and their doggies patrol the complex, and there's more than enough supplies on hand to take care of the likes of them.

Get used to the sights and sounds, and get in some target practice. Things heat up considerably in the missions ahead.

Mission 1: Slipgate Complex At-a-Glance (E1M1)

- | | |
|--|--|
| 1. Shotgun Shells, Green Armor | 10. Nailgun, Flechettes |
| 2. Secret Area. Shotgun Shells | 11. Switches, Biosuit |
| 3. Health | 12. Secret Area. Megahealth |
| 4. Secret Area. Megahealth | 13. Secret Area. Yellow Armor, Health |
| 5. Health | 14. Health, Flechettes |
| 6. Shotgun Shells, Health | |
| 7. Secret Area. Quad Damage | |
| 8. Switch | |
| 9. Secret Area. Double-barreled Shotgun | |

Highlights:

-  Six Secret Areas
-  Exploding Bad Guys

Secret Areas

The first Secret Area is a small compartment (2) accessible from the ledge in the broad hallway. Jump on the ledge and shoot the red panel to acquire the Shotgun Shells.

Jump in the stream and swim through an opening in the rock wall to locate Secret Area two; there's a Megahealth dose near a locked door in area 4.

With your back to the ledge in area 6, shoot the picture of the Earth on the pillar and ride up. Shoot the Earth at ledge-level, and a room (7) opens which holds a Quad Damage rune.

From the center of the bridge in area 8, shoot the wall switch and open a small room to your left containing the Double-barreled Shotgun.

To gain access to the Grunt's sniper nest (12), hop from the top of the nearby switch to the protruding stone steps beneath the darkened doorway. Inside waits Megahealth.

Past the previous area, check behind the pillars for a Biosuit and use it to traverse an underwater passage leading to 13—a small room with Yellow Armor and boxes of Health.

Tactical Notes

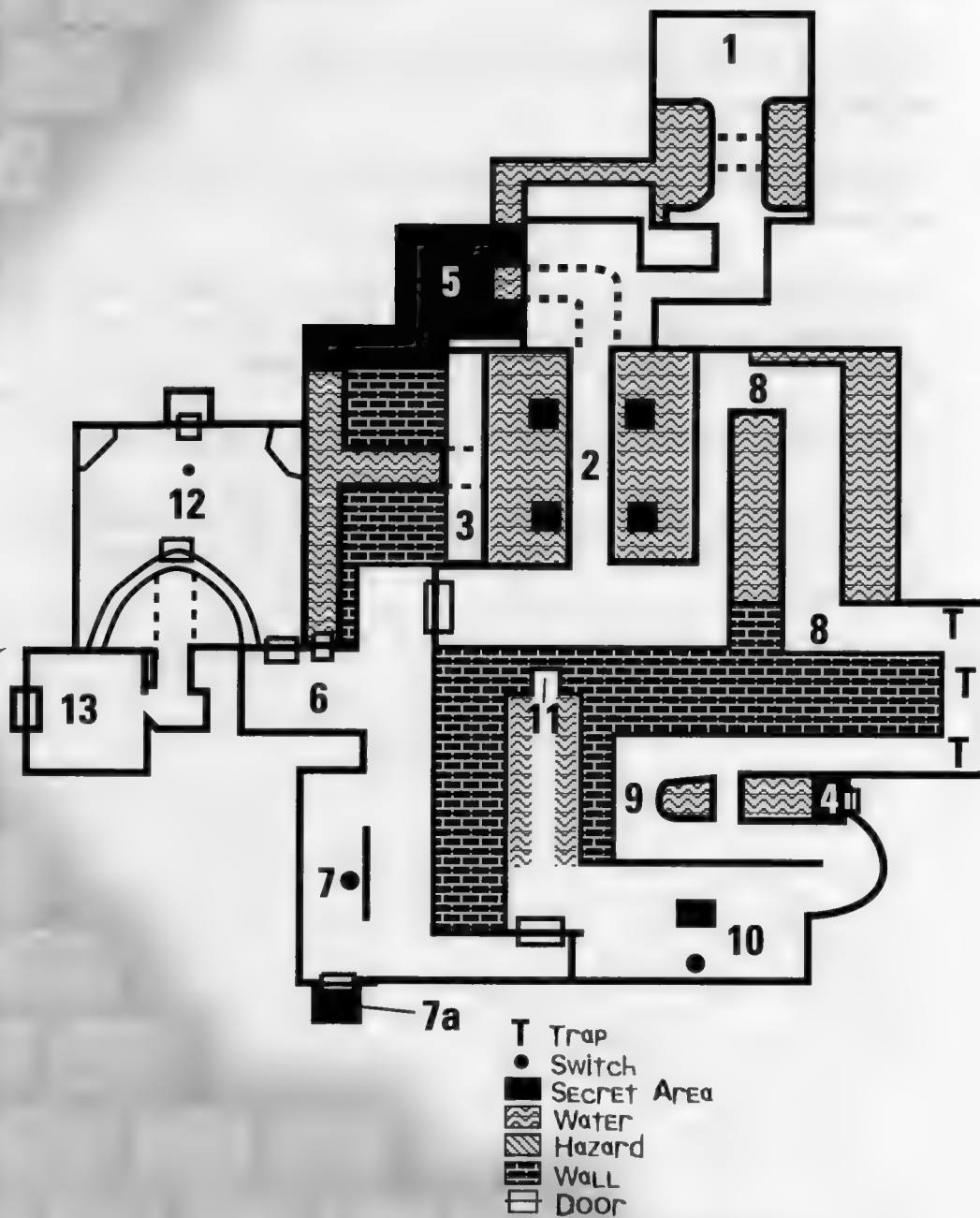
To exit the area downstream (4), traverse the watery passage and ride a lift back upstairs.

Through the front door of the building (5), blast the big box for devastating results.

If you'd prefer, you can save the Quad Damage rune in room 7, and take it from the other side by shooting the electrical panel in the hallway. You can then use the power on the Grunts in the area of 11.

You can shoot the wall in area 14 and access the Megahealth ledge (4).

The teleporter in the Secret Area 13 drops you on the ledge above the front door of the building. In Deathmatch, you'll find a Pentagon of Protection there.



Mission 2:

Castle of the Damned




This is where *Quake* finally gets medieval on your ass. A nasty troop of Ogres, some Grunts, and their canned-ham Knight pals stand between you and the exit. Along the way you'll also swim with the Scrags and (hopefully) survive an encounter with some Fiends.

The lighting and underwater effects are truly dazzling. As a bonus, the puzzles aren't too complex and the combat absolutely rocks. If the first *Quake* mission didn't impress you, this one will.

Mission 2: Castle of the Damned At-a-Glance (E1M2)

- | | |
|---|--|
| 1. Health, Shotgun Shells, Flechette | 10. Health, Flechette, Shotgun Shells, Switch to access 11 |
| 2. Health (en route), Shotgun Shells, Double-barreled Shotgun | 11. Blue Key. Health, Flechette (under bridge) |
| 3. Green Armor, Health | 12. Health, Shotgun Shells, Fiend trap, Flechette |
| 4. Secret Area. Health, Flechette, Slipgate to 3 | 13. Health (en route), Shotgun Shells. Mission exit. |
| 5. Secret Area. Shotgun Shells, Health | |
| 6. Shotgun Shells, Blue Key door | |
| 7. Health, Shotgun Shells, Switch to open 7a | |
| 7a. Secret Area. Quad Damage rune | |
| 8. Shotgun Shells, Nailgun trap | |
| 9. Yellow Armor, Shotgun Shells, Health | |

Highlights:

-  Three Secret Areas
-  Teach Yourself to Swim
-  Your First Chance to Play with Ogres, Scrags, Knights, and Some Unfriendly Fiends

Secret Areas

From the start, work your way into 2. Leap across to the Green Armor ledge (area 3). Drop off 3 and swim straight ahead. Go under the arch and veer right until you surface (you should see a steel catwalk above you, area 8). Follow the passage until you're under the Yellow Armor. Turn left (a portion of wall will drop). Plow into the Slipgate. Welcome back to 3.

Drop off 3, the Green Armor ledge, again. Turn left and swim under the arch that's directly beneath the center bridge—you should be moving away from the red symbol. Slog up the ramp to 5 and claim your ammo and Health prizes.

To get the Quad Damage rune in 7a, face the center column with the burning torch in 7. Press in the protruding stone and turn right: A section of wall slides open to reveal the precious rune.

Tactical Notes

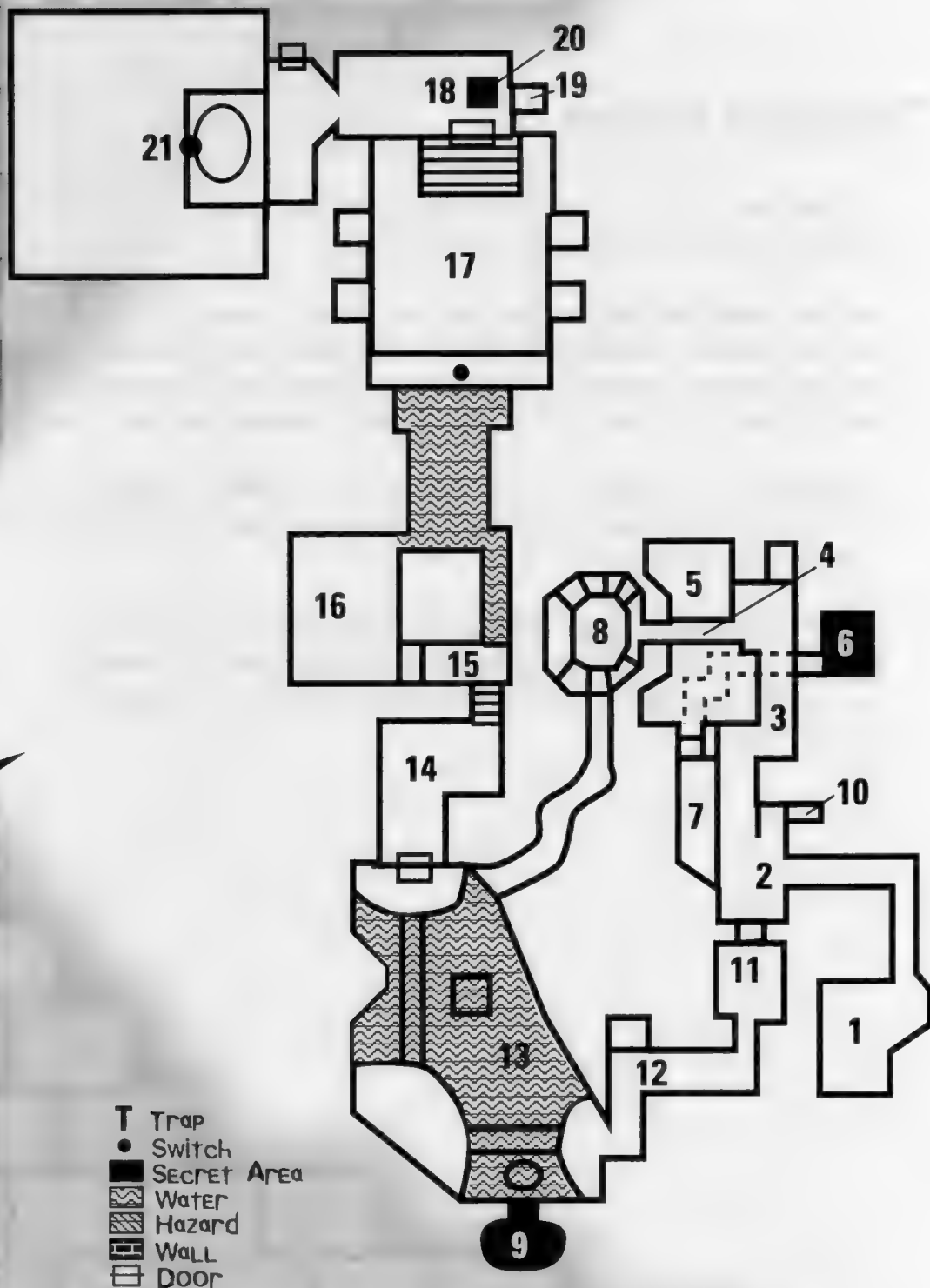
To Maximize your time under the influence of the Quad Damage rune found in 7a, save it for when you attack area 12.

You can outwit the wall-mounted Nailguns in 8 by carefully jumping between nails and hugging the outside walls. Don't be surprised if Ogres and Scraggs try to pin you in. While it's possible to draw them into this trap, it's better for your health if you execute them with your own hand.

To get the Yellow Armor in 9, shoot the red button above 4 (beneath the armor). The columns protecting the armor rise. Jump up the steps to claim your booty.

To get otherwise out-of-reach Flechettes and a Health box below 11, stand to the right of the plank (facing the distant Silver Key alcove), and slowly slip off the ledge. Backpedal as you fall to avoid dropping into the water.

Episode 1



Mission 3: Necropolis




The Necropolis mission definitely turns things up a notch in Quakedom. Four Fiends and a Shambler are waiting for the final showdown at the end of the level; a real test of how far you've come toward mastering the game's controls.

Still, plenty of supplies lie about—even a Ring of Shadows in a particularly sneaky Secret Area. Practice your strafing—and running in a blind panic—then step knee-deep into the dead.

Mission 3: Necropolis At-a-Glance (E1M3)

- | | |
|--|---|
| 1. Health, Shotgun Shells | 14. Gold Door, Shotgun Shells, Flechettes, Health |
| 2. Grenade Launcher, Health, Grenades | 15. Ramrod Trap |
| 3. Double-barreled Shotgun | 16. Health, Grenades, Shotgun Shells |
| 4. Bridge Ambush | 17. Health, Grenades, Flechettes, Shotgun Shells |
| 5. Shotgun Shells, Health, Flechettes | 18. Health |
| 6. Secret Area. Health, Grenades | 19. Yellow Armor, Shotgun Shells |
| 7. Green Armor | 20. Secret Area. Grenades |
| 8. Grenades, Health as you traverse the tunnel, Gold Key | 21. Health, Shotgun Shells, Mission Exit |
| 9. Secret Area. Ring of Shadows | |
| 10. Health | |
| 11. Nailgun | |
| 12. Flechettes, Grenades | |
| 13. Health, Grenades, Shotgun Shells, Flechettes | |

Highlights:

-  Three Secret Areas
-  The Ring of Shadows
-  Fiends and Shamblers Aplenty

Secret Areas

Jump off the bridge (4) and shoot the wall behind the box of Flechettes. It opens to reveal room 6, featuring Health and Grenades.

If you exit the watery tunnel, and swim up to the Gold Key island, you'll be facing a large wall, which has a darkened area near its center. A sinkhole there gives access to room 9, and a Ring of Shadows.

To access the Ogre platforms (20), kill the Ogres from floor level in 18, and the bars guarding 19 rise. Shoot the back wall in 19, and a Teleporter stands revealed, ready to take you on a trip to those secretive platforms (Grenades are waiting for you there).

Tactical Notes

The most effective way to kill the Ogre in the cage at area 2, once you've dealt with the Fiends, is to run right up to him. Your proximity causes him to switch to chainsaw mode, which is quite ineffective from inside the cell.

The Ogre that targets you initially in room 3 is firing from a small alcove high on the distant wall. The best vantage point from which to battle him is directly beneath the alcove, though that wall opens to emit another Ogre when the first dies.

If you strafe the Ogre in area 5 from room 8, his Grenade tossing will aid your cause.

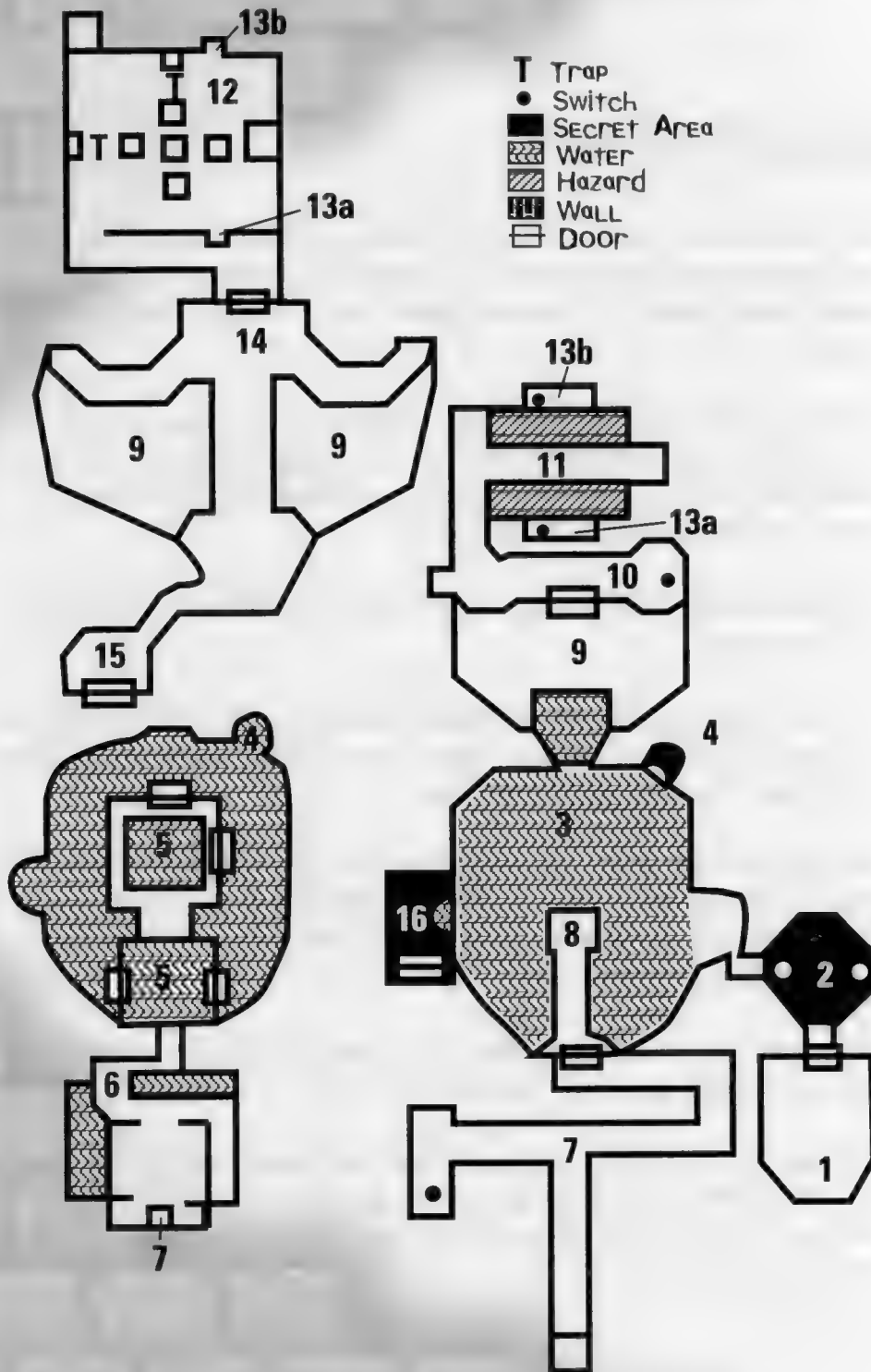
The only way you can put the Ring of Shadows in room 9 to much use is to sprint back to the door in room 2 once the spell is activated. You'll find a fresh Ogre lurking thereabouts.

Watch your back in the tunnel (12). A small room opens when you near the end of the passage, and Zombies fling flesh in your direction. Strafing from the end of the passage is the best way to deal with the throng of bad guys in area 13.

If you stand on the far steps in room 17, the Ogres on the ledge won't be able to reach you with Grenades.

Use the hole in the floor of room 21 to your advantage; usually you can get the Fiends to drop down quite easily. A Teleporter opens below in case you need to jump down and return to the battle after refreshing yourself.

Episode 1



Mission 4: The Grisly Grotto




We didn't actually find any grottos in this mission, though we did endure a lot of grisly combat action. The mission starts off innocently enough as you wind your way to a stagnant pond—but it's all downhill (and underwater) from there.

As a bonus, this is the mission where you gain access to the "Secret Mission: Ziggurat Vertigo."

Mission 4: The Grisly Grotto At-a-Glance (E1M4)

- | | |
|--|--|
| 1. Health, Shotgun Shells | 13a. Rockets, First Switch to Open Secret Area 16 |
| 2. Secret Area. Two Switches, Yellow Armor, Flechette, Shotgun Shells | 13b. Health, Flechette, Second Switch to Open Secret Area 16 |
| 3. Flechette, Health, Biosuit (can see Silver Key at 8) | 14. Flechette (en route), Shotgun Shells, Health |
| 4. Secret Area. Rockets | 15. Shotgun shells. Exit to "Mission 5: Gloom Keep." |
| 5. Health, Supernailgun, Flechette | 16. Secret Area. Exit to "Secret Mission: Ziggurat Vertigo"; Health, Grenade Launcher |
| 6. Health, Shotgun Shells, Flechette; Flechette (underwater) | |
| 7. Flechettes, Health, Star Switch, Shotgun Shells | |
| 8. Silver Key, Health, Shotgun Shells | |
| 9. Flechettes, Shotgun Shells, Health | |
| 10. Shotgun Shells, Health, Flechette (en route to 11) | |
| 11. Shotgun Shells, Health | |
| 12. Nailgun Trap (and access to 13a and b); Shotgun Shells | |

Highlights:

-  Access to Secret Mission: Ziggurat Vertigo
-  Three Beguiling Secret Areas
-  Deep-Pond Diving for Fun, Profit, and the Supernailgun

Secret Areas

Shoot both red switches in 2 (above you to the right and left). The large wooden platform drops to the ground, taking the Ogres and Yellow Armor with it. The platform will crush some hapless Knights if you're lucky.

From the mossy beach where you enter 3, drop into the drink and look to your right as you submerge. When you get just about even with the top of doorway of the sunken house, you should see two dim circles of light in the far wall. The Secret Area is 4, the smaller opening on the right. Swim up and in for Rockets.

Secret Area 16 is opened via a two-switch sequence in 13a and 13b. Ascend the lift from 11 to 12. Step on all five Quake squares in 12 to gain access to areas 13a and b. Drop into 13a and press the squiggly wall plate. Drop into 13b and repeat to get the message: "A Secret Cave has Opened..." Retrace your steps to 9 and slip under the water in 3. You should see a semicircle of light near the surface on the right, past the large post. This is the entrance to 16—and the only non-cheating way to get to Secret Mission: Ziggurat Vertigo.

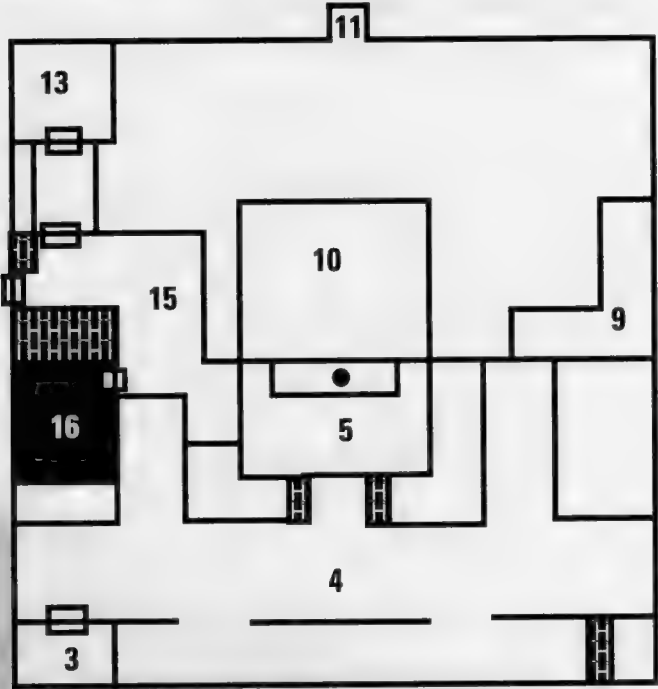
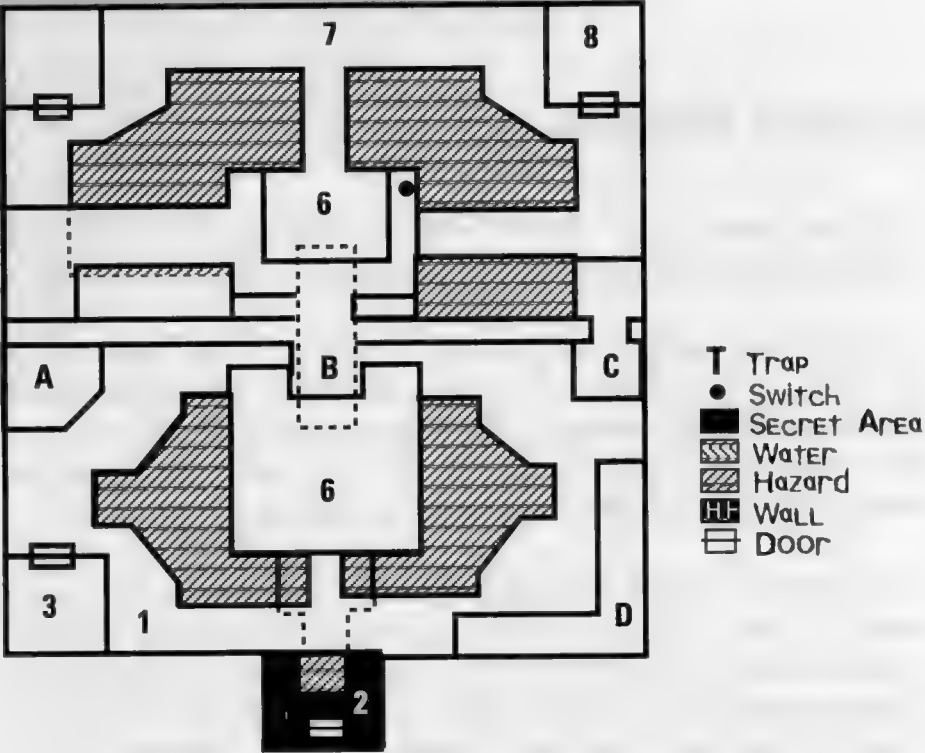
Tactical Notes

The Ogre sneak-attack from the pool inside the small room in 6 can be defused by lobbing a few Grenades into the pool before you enter.

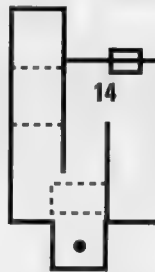
By far the best way to survive your encounter with the Fiends in 9 is to pop up out of the water until you hear the Fiend's roar. Immediately slip beneath the waves and backpedal into 3. A Fiend will follow you down the ramp and stop (usually). Only his incessant leaping makes him hard to down. Repeat once more to complete the sequence.

As soon as you step off the bridge in 14, an Ogre attacks from 15 and a pair of Scrags take pot shots at your back. Nail the Scrags as you retreat across the bridge toward the castle; the Ogre won't approach unless you stand in the middle of the bridge. Stand on either castle ledge and take him down free of charge. Repeat the process and the Grizzly Grotto is yours to keep.

Episode 1






Secret Mission: Ziggurat Vertigo



Secret Mission: Ziggurat Vertigo At-a-Glance (E1M8)

- | | |
|---|--|
| 1. Health, Pentagram of Protection, Yellow Armor, Shotgun Shells; Lift (3)
A. Shotgun Shells, Flechette, Health
B. Flechette
C. Health
D. Rockets, Shotgun Shells, Health | 9. Flechette, Rockets, Pentagram of Protection |
| 2. Secret Area. Quad Damage rune, Health, Teleport Back to 1 | 10. Flechette |
| 3. Lift | 11. Megahealth |
| 4. Rocket Launcher, Health, Flechettes | 12. Health, Switch to Open 13 |
| 5. Rockets, Yellow Armor, Flechette, Megahealth, Switch (Opens Access to 6) | 12a. Shotgun Shells, Health |
| 6. Switch to Open Lift in 7 and Gate between 1 and 7, Rockets; Health, Shotgun Shells | 13. Yellow Armor, Flechettes (En Route to 14) |
| 7. Lift, Shotgun Shells, Health, Rockets | 14. Silver Key, Flechettes, Health |
| 8. Lift | 15. Health, Exit |
| | 16. Secret Area. Flechettes |

Highlights:

-  Two Secret Areas
-  Swim in Lava—and Live!
-  Lay Your Grubby Hands on the Fearsome Rocket Launcher

Secret Areas

Grab the Pentagram of Protection, then gently slip off either ledge of the walkway into the lava! You should start sinking almost immediately. Swim away from the Pyramid toward the large rectangle of light above you. As you pop into 2, you fly right into a Quad Damage rune! Dash through the Slipgate and take care of business in areas 4 and 5.

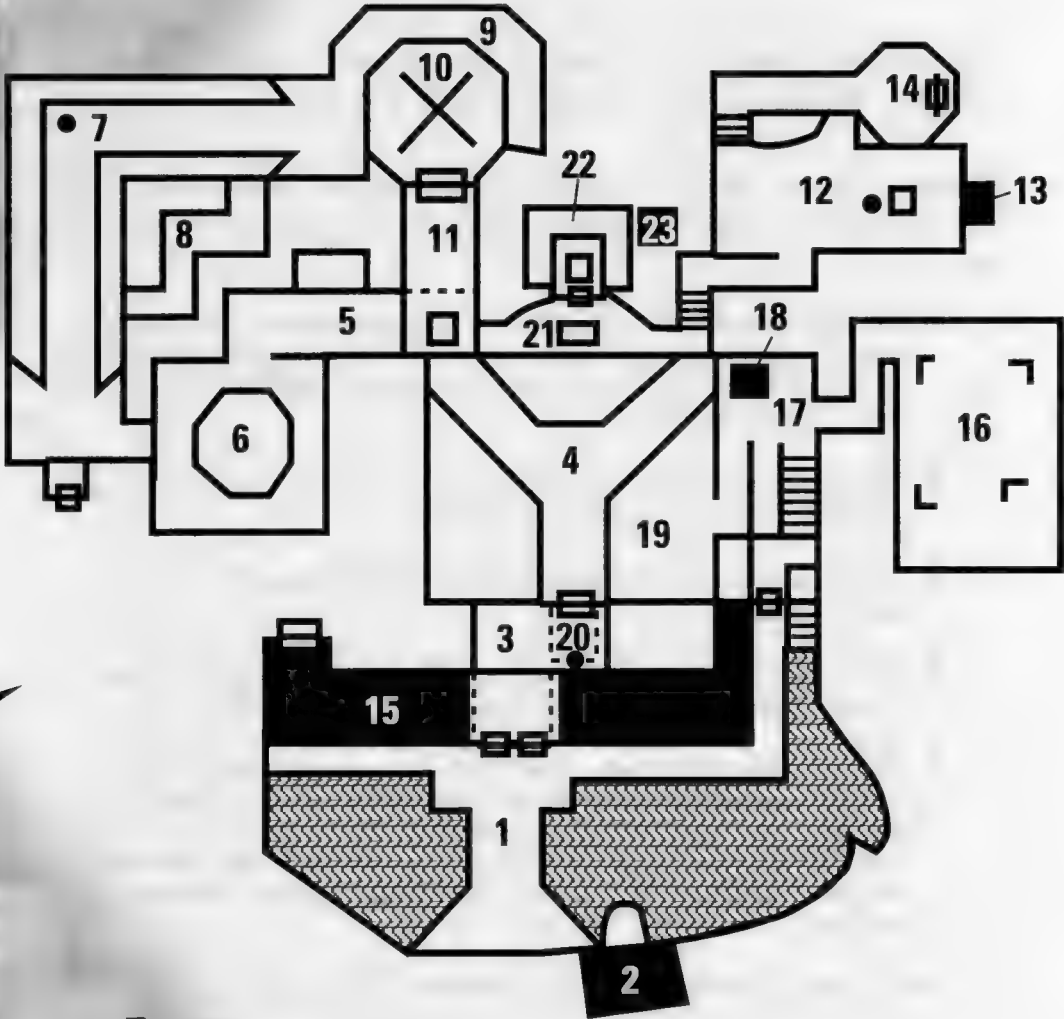
Once you've cleared out 15, ready your wimpy Axe and prance down the left hallway. At the end of the hall, turn right, smack the off-colored rectangle of wall, and voila! Secret Area 16 beckons.

Tactical Notes

This mission is essentially an exercise in completing a three-switch sequence. You'll find these switches in areas 5, 6, and 12.

This warped anti-gravity environment sports a few quirks that affect your ability to kill the bad guys and navigate the terrain. Briefly, they are:

- All ordnance travels increased distances—in all directions. If you liked using Grenades before, you'll love them here. But beware: unlike *Quake's* Shareware version, Grenades now have the nasty habit of bouncing back into your face. You'll see.
- Being under an explosion will send you flying. If you haven't experienced a Rocket Jump yet, you probably will here.
- Ground surfaces are not slippery: All sliding, strafing, and running tactics apply.
- When airborne, you can (sort of) control your direction and velocity. Practice with the directional keys (and your mouse) makes perfect.
- When on the offensive, get out the Rocket Launcher and pretend you're an attack helicopter. Leap up between structures, unleash your ordnance, and float back down. Repeat until all is quiet. Don't let the monsters see you until you're ready. This is especially important when attacking the Shamblers in 10, 12, and 12a. (Use the Pentagram in 9 to help your cause.)
- You won't bounce off walls like a Superball. When trying to reach a platform, aim for a wall and use it to stop your flight.
- Lifts only work in one direction—up.
- You will never take damage from any fall—unless you land in lava.



- T Trap
- Switch
- SECRET Area
- ▧ Water
- ▨ Hazard
- ▩ Wall
- DOOR

Mission 5: Gloom Keep

Gloom Keep is a creepy place, indeed, sprawling and homicidal. Underscoring the circular nature of the mission, you actually acquire two keys before you need to use them.

The combat really picks up here, especially with the difficulty mode at the Hard setting. At Nightmare skill level, things get downright nightmarish. Be conservative with that ammo, even though your enemies will be dispensing it liberally, and be sure to take the Quad Damage rune when you go to get the Gold Key.

At present, you should have all the weapons but the Thunderbolt. With the tricks at your disposal, there's no reason you shouldn't own the Keep.

Mission 5: Gloom Keep At-a-Glance (E1M5)

- | | |
|--|---|
| 1. Health, Shotgun Shells | 16. Gold Key, Health, Flechettes, Shotgun Shells |
| 2. Secret Area. Flechettes, Megahealth | 17. Health, Shotgun Shells, Grenades |
| 3. Shotgun Shells, Health, Traps | 18. Secret Area. Yellow Armor, Shotgun Shells |
| 4. Rocket Launcher, Grenades, Shotgun Shells, Health | 19. Silver Key Door, Health, Shotgun Shells, Flechettes |
| 5. Shotgun Shells, Trap | 20. Switch |
| 6. Trap, Health | 21. Gold Key Door, Shotgun Shells, Health |
| 7. Health | 22. Health, Exit Slipgate |
| 8. Shotgun Shells, Health, Flechettes | 23. Secret Area. Green Armor |
| 9. Grenades, Flechettes, Health | |
| 10. Silver Key | |
| 11. Health | |
| 12. Health, Flechettes, Supernailgun | |
| 13. Secret Area. Yellow Armor | |
| 14. Grenades | |
| 15. Secret Area. Quad Damage | |

Highlights:



Five Secret Areas



Shambler vs. Quad Damage



Plenty of Fiends

Secret Areas

As the mission begins, the first Secret Area is under the water and to your right as you stand on the platform. Inside the room (2) waits Megahealth and Flechettes.

In room 12, when you pick up the Supernailgun, hop up and hit your head on the torch fixture. A door opens on the other side of the column, and a small room (13) holding Yellow Armor is revealed.

To reach the upper ledge of the castle, enter the backside of the Teleporter in room 14. Exit area 15, Quad damage rune in hand, by utilizing the same Teleporter that brought you there. You'll be taken directly to the Gold Key room (16).

In room 17, you have to run and jump from the nearby wall to reach the Ogre's sniper nest (18). Scraggs will appear about the time you lay hands on the Yellow Armor and Flechettes.

The final Secret Area lies opposite the exit Teleporter in room 22. Shoot the wall, and it opens to reveal a room (23) with Green Armor (and a Teleporter back upstairs).

Tactical Notes

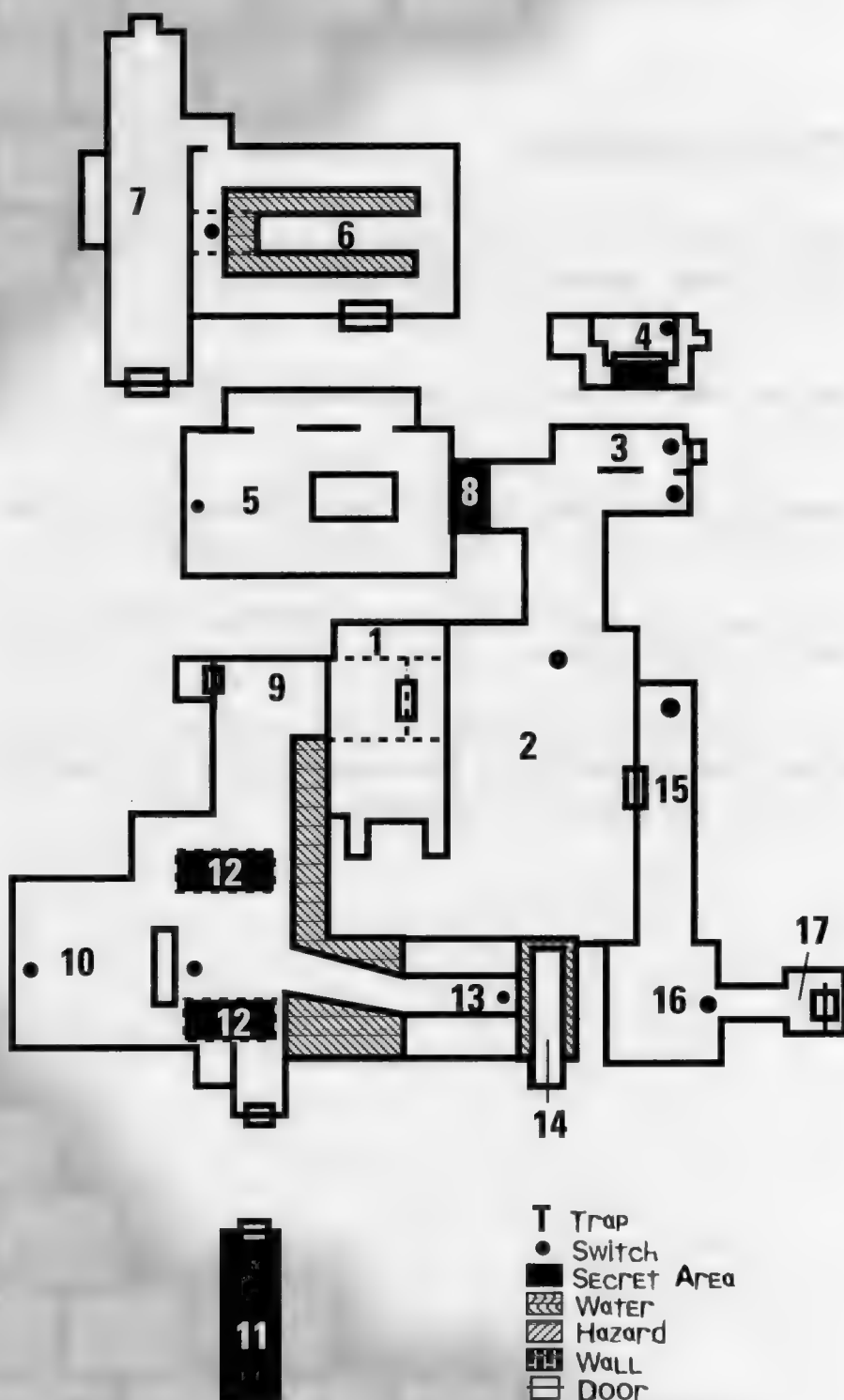
Fight the initial wave of monsters in this mission from the front hallway (3) of the Keep. Dispatch the Knights inside, and strafe back out the doorway.

From the walkway in room 4, you can easily kill a pair of Fiends below, in 19.

Stepping on the floorplate at point 7 opens a hallway (8). From there, you can effectively fight the Fiends for fun and prizes.

Run forward when you jump through the hole in the floor beyond the Silver Door, and you'll avoid a nasty Ogre ambush.

When you appear in room 16 from ledge 15, the Gold Key will be right in front of you. When you take it, and the walls drop, don't pivot at all. A Shambler will be right in your sights.






Mission 6: The Door to Chthon

After hammering your way through the winding halls of Gloom Keep, this compact mission is a welcome relief. With more bells and whistles than a New Year's Eve party, "The Door to Chthon" features a multilevel combat situation replete with falling floors, moats of lava, a crushing wall, Zombie commandos, four cleverly placed Secret Areas, Slipgates a-plenty, and a pair of surprisingly easy-to-nail Shamblers. The circularity of the mission, in addition to the plethora of nooks, shadows, and Slipgates, makes this playground an excellent choice for smaller Deathmatch encounter groups.

Mission 6: The Door to Chthon At-a-Glance (E1M6)

- | | |
|--|---|
| 1. Health, Rockets, Shotgun Shells | 11. Secret Area. Rockets |
| 2. Flechette, Health | 12. Secret Area. Megahealth |
| 3. Health, Rocket Launcher, Switch to Secret Area 4; Switch to Access 6 | 13. Health, Floor Switch to Access Gold Key |
| 4. Secret Area. Quad Damage Rune | 14. Gold Key |
| 5. Yellow Armor, Quake Switch; Megahealth, Flechette (accessed from 8) | 15. Quake Switch, Shotgun Shells |
| 6. Rockets, Health; Silver Key, Flechette, Shotgun Shells, Slipgate to 2 | 16. Health, Flechette, Floor Switch |
| 7. Megahealth, Slipgate to Secret Area 8; Lift to 6 | 17. Yellow Armor, Mission Exit |
| 8. Secret Area. Supernailgun, Flechette | |
| 9. Health | |
| 10. Rockets, Health, Flechettes, Quake Switch, Secret Area Switch, | |

Highlights:

-  Four Fabulous Secret Areas
-  Spiked-Wall Crushing
-  (Yet More) Shambler Surprise Attacks

Secret Areas

In 3, look up at the far, far wall opposite the Quake switch; you should see a blood-red Quake symbol. Shoot it and a panel in the wall to your right opens, revealing a lift. Once up top, look down to the protruding lip of a ledge. That's the Secret Area, 4. Drop onto it, collect your Quad Damage rune, and use it against the baddies in 5 and 6.

Stand outside of 7 and wait for the spiked wall to go past (moving to the right). Turn left and run through the Secret Slipgate. From the ledge (8), you can jump into the right opening in 5 for a Megahealth boost and some Nails.

In 10, hit the Quake switch at the back of the room. Down the Zombie commandos then shoot the red switch that's imbedded in the pillar opposite the bridge to 13. The stairs leading to the Slipgate on your left invert. Hurry down them to gain access to 11.

While in 11, wait for the staircase to reassemble. When it does, a Slipgate appears. Go through it and you'll find yourself on 12, a ledge overlooking 10. A Megahealth waits on the opposite ledge.

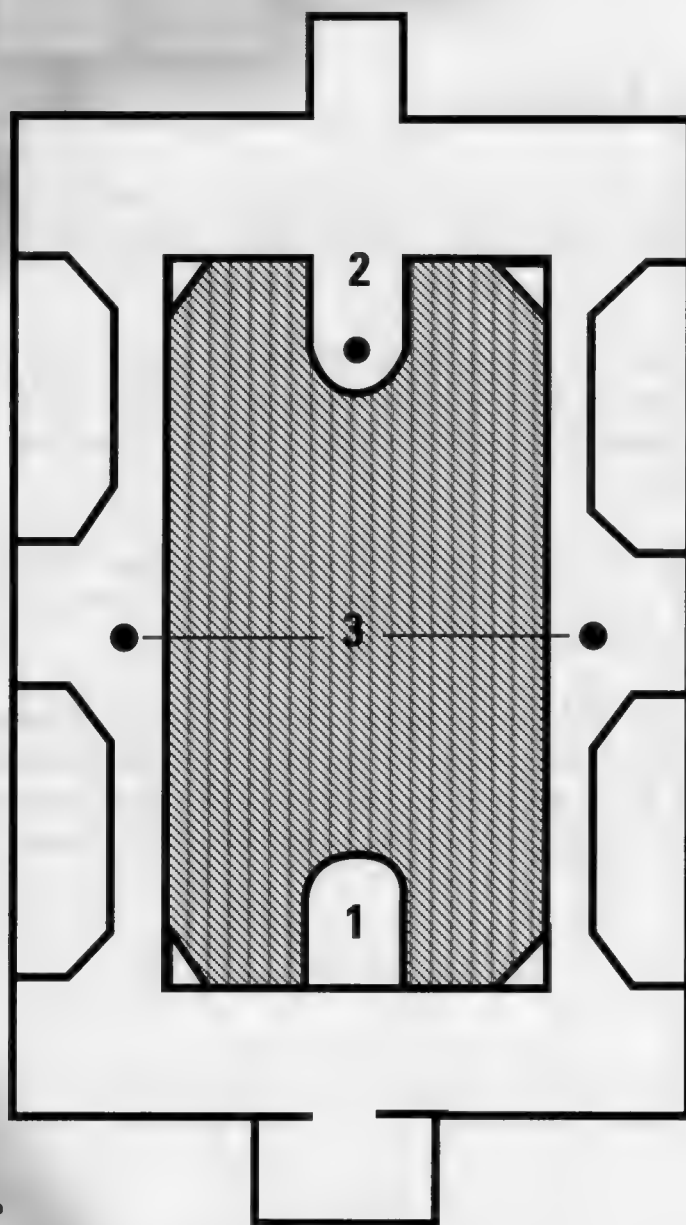
Tactical Notes

The first time you step into 7, the bloody hall, turn right and open fire—only when all the Ogres are dead will the bars blocking the lift slide away.

You can also use the nailtrap pit in 9 to murder the Fiend in 10. Simply stir him up and flee into the pit. Though he'll probably follow you down, he seldom navigates through the Slipgate, making him shotgun fodder from above.

After you grab the Gold Key in 14, take out the Shambler from the end of the plank. You'll be in his sweet spot—just out of paw-range, yet too close for a lightning attack.

When you step on the switch in 16, don't wait for the Shambler to burst out of 17 toward you. Fire as you run toward the armor and get snugly close in the hallway. The oddly-shaped walls seem to prevent him from fully bringing his arms up, thus foiling his lightning attack.



- T Trap
- Switch
- Secret Area
- Water
- Hazard
- Wall
- Door

Mission 7: House of Chthon

One last battle to go, and we're sorry to say it's a little anticlimactic. The final Boss comes with a king-sized Achilles' heel to match his bad attitude. Taking care of business seldom has been so easy.

Mission 7: House of Chthon At-a-Glance (E1M7)

1. Rune Key
2. Arc Switch
3. Prong Switches (2)

Highlights:

 Major Monster Barbecue

Tactical Notes

There are no Secret Areas in the House of Chthon, but there is one big secret: The only way to kill the Boss Monster is to run around the upper tier of the room and stomp the floorplates.

Once you grab the Rune Key, and the monster emerges, run around and step on the switches at points 3 to lower two huge prongs on either side of the demon. The switch at point 2 sends a massive jolt of electricity through the beast once the prongs have extended. You'll have to keep running the circuit to deliver jolts of juice, as the prongs reset after every burst. Three times is the charm. Look out for a parting shot from the big freak.






Mission 1: The Installation

The first mission of Episode 2 eases you into a new realm, as you might expect. The Installation is crawling with Enforcers, however, so be cautious venturing into large open areas—there's usually cross fire just ahead.

Mission 1: The Installation At-a-Glance (E2M1)

- | | |
|---|--|
| 1. Shotgun Shells, Health | 15. Nailgun, Flechettes, Health |
| 2. Health, Gold Door | 16. Flechettes, Shotgun Shells |
| 3. Silver Keycard | 17. Green Armor |
| 4. Shotgun Shells | 18. Health |
| 5. Megahealth | 19. Switch |
| 6. Underwater Gazebo, Switch | 20. Secret Area. Shotgun Shells, Quad Damage rune |
| 7. Biosuit, Switch | 21. Health, Shotgun Shells |
| 8. Secret Area. Flechettes, Health, Shotgun Shells, Grenades, Grenade Launcher | 22. Secret Area. Yellow Armor |
| 9. Secret Area. Pentagram of Protection | 23. Double-barreled Shotgun |
| 10. Shotgun Shells, Health, Green Armor, Flechettes | 24. Health, Shotgun Shells, Flechettes |
| 11. Secret Area. Red Armor | 25. Health, Flechettes, Slipgate |
| 12. Flechettes, Health, Gold Keycard | |
| 13. Secret Area. Megahealth | |
| 14. Secret Area. Health, Shotgun Shells | |

Highlights:

-  Seven Secret Areas
-  Pentagram of Protection
-  Red Armor

Secret Areas

The first Secret Area (8) is a small room at the end of an underwater tunnel, accessible by shooting the grating in the center of the underwater gazebo; 6.

The second Secret Area is adjacent to room 8, another small room; 9. To open the door between the two rooms, you must shoot the grating at the passage juncture where you first sink from room 6, before you swim to the nearby Biosuit (though you can, of course, go get the suit and double back). Often you must shoot the switch several times.

Upon entering room 10, jump over the left-hand side of the walkway and sink to discover a small room filled with Flechettes. Facing that room, look up and to your right, and you should see a small watery patch where you can surface. In that small antechamber (11) waits Red Armor.

In the room where you claim the Gold Keycard, you can hop up small steps in the flickering alcove and pass through the wall to find a room (13) with Megahealth.

From the same Gold Keycard room, hop in the water in front of the sniper's nest and traverse either tunnel to reach the chamber 14, featuring Health and Shotgun Shells. The Teleporter there takes you back outside of room 12.

Once you've pressed the switch in area 19, you can claim a box of Shotgun Shells, and shoot the wall on your left to enter 20; a small room with a Quad Damage rune.

To get at the Yellow Armor (22) you can see from 19, ride the lifts up to the walkway above (21) and look for bars wide enough for you to jump through.

Tactical Notes

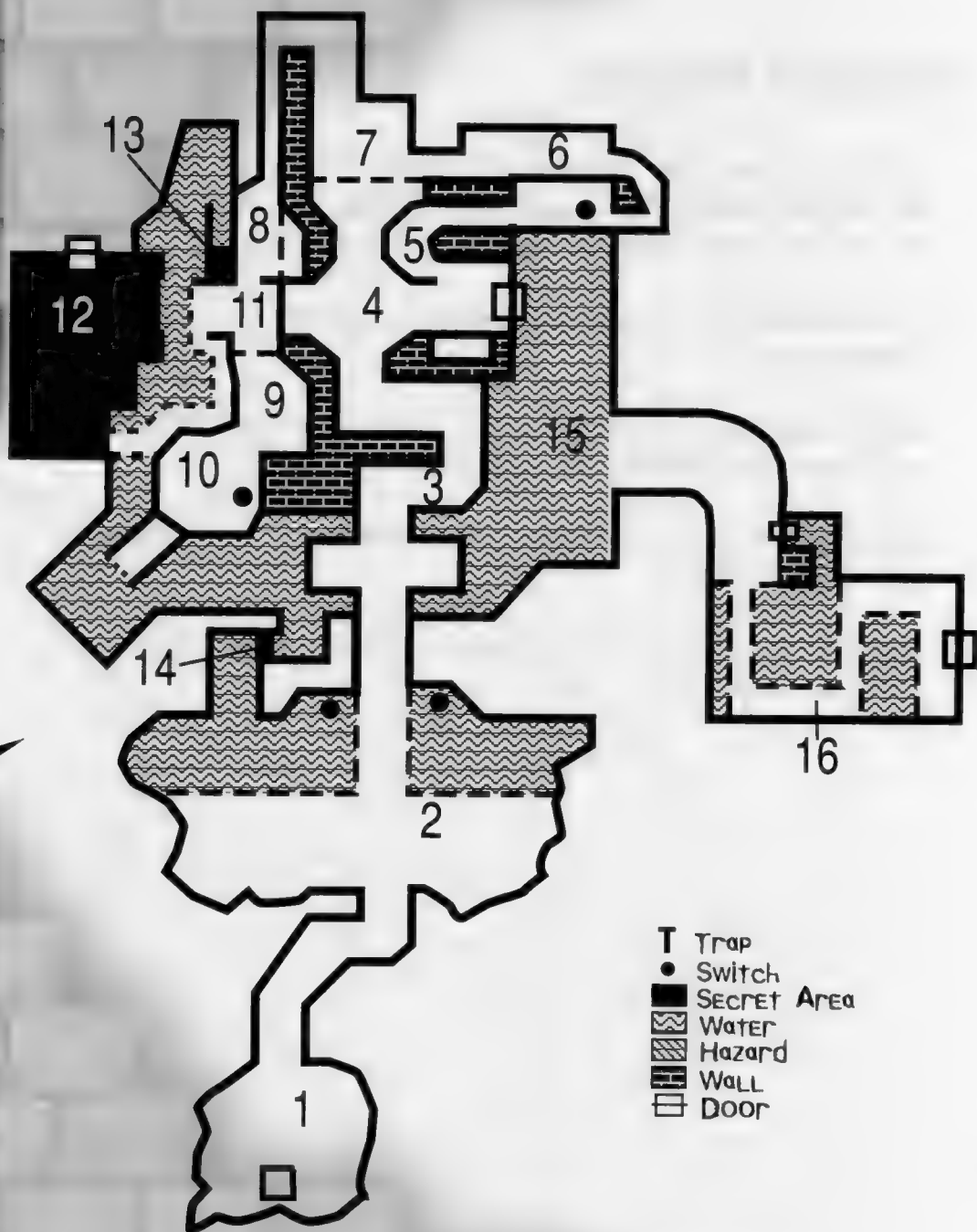
Keep to the left-hand wall in room 2, and don't fight the crowd across the way from there. If you retreat to the hallway (1), you'll see you can now enter room 3. Battle the scum above from area 4.

It's best to ignore the underwater passage leading from 3 to 4, except in Deathmatch...

On the upper walkway around room 10, beyond the Gold Door, be ready for an Enforcer ambush as you near the far side.

Shoot the box you can see through the doorway of room 16 to dispose of the lurking Grunt.

Behind the boxes near the Exit Slipgate you'll find Health and Flechettes.






Mission 2: The Ogre Citadel

As Episode 2 gathers steam, the scum-filled Citadel of the Ogres requires a good housecleaning. Watch your step near the edge of the waterways, and be sure to put that Quad Damage rune to the best possible use—namely, disposing of the Shambler guarding the Gold Key.

Mission 2: The Ogre Citadel At-a-Glance (E2M2)

- | | |
|---|--|
| 1. Shotgun Shells, Health | 11. Yellow Armor |
| 2. Shotgun Shells, Green Armor | 12. Secret Area. Megahealth |
| 3. Grenades, Shotgun Shells,
Double-barreled Shotgun, Health | 13. Secret Area. Grenade Launcher |
| 4. Health, Shotgun Shells, Gold
Door | 14. Secret Area. Megahealth |
| 5. Ogre Trap | 15. Shotgun Shells, Health |
| 6. Shotgun Shells, Floor Switch | 16. Mission End |
| 7. Nailgun, Quad Damage Rune | |
| 8. Health, Flechettes | |
| 9. Switch, Health, Shotgun Shells | |
| 10. Health, Flechettes | |

Highlights:

-  Three Secret Areas
-  Quad Damage Massacre
-  Gratuitous Moat Bombing

Secret Areas

To enter Secret Area 12, hop out the window of 11 and traverse the narrow ledge, claiming Yellow Armor en route to Megahealth.

Also from room 11, jump out the window and wade to your right, buttonhooking around the corner to find a small area (13) with a Grenade Launcher.

If you jump out the window of 11 and hang a left, rounding the Citadel, you'll see an opening on your right before you pass under the archway. Therein waits Megahealth.

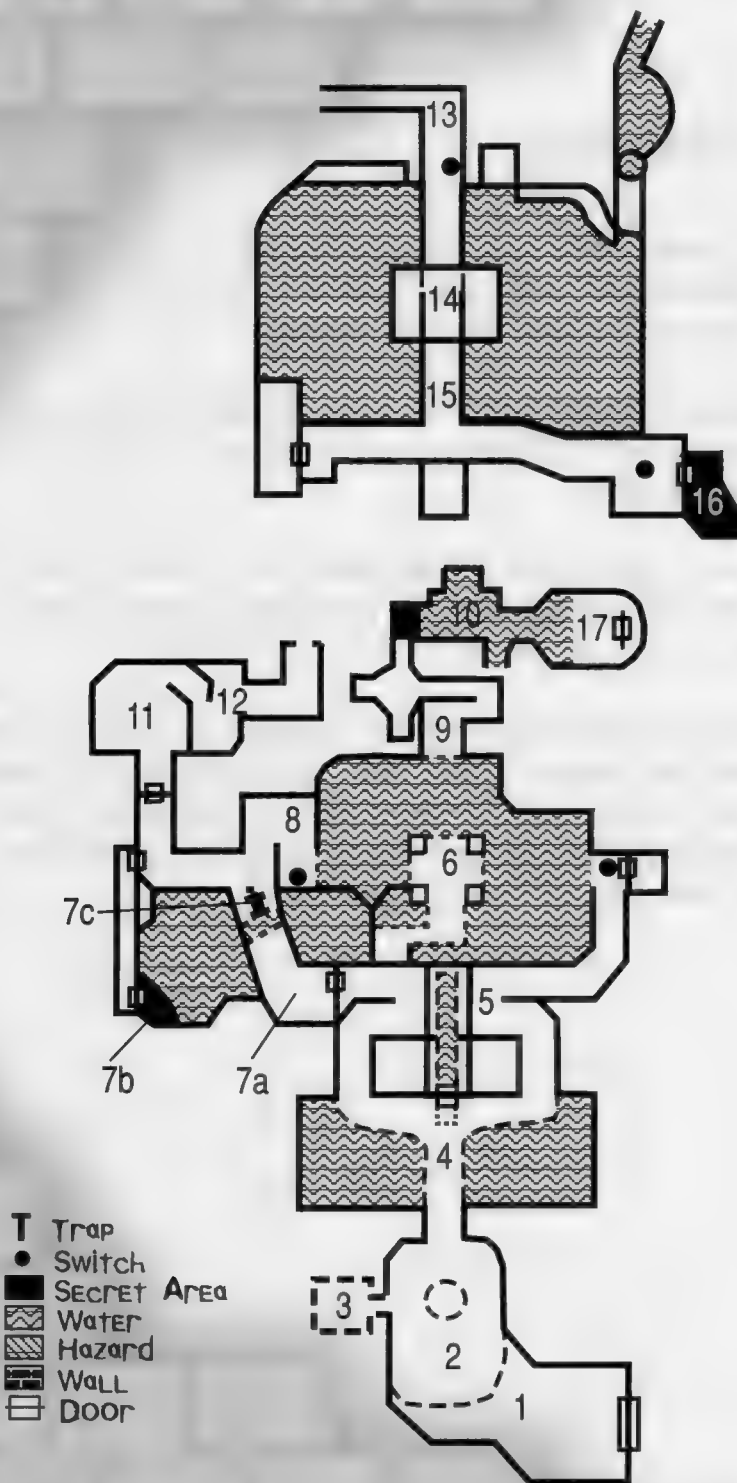
Tactical Notes

If you shoot just one of the switches on either side of the Citadel door (2), the door will open but the drawbridge won't extend, and the Fiend inside will leap into the moat when he spots you.

Watch your step when you access the stairs near the Gold Door (5). An Ogre emerges from a small hidden room on the other side of the Gold Door to bomb your back.

Make sure you get the most out of the Quad Damage rune in area 7, hammering the monsters beyond, with particular attention given to the Shambler in room 10.

In the final room (16), bomb the Zombies you can see from the entryway, and gain their ledge by leaping. Turn around and blast the nearest Zombies, mindful to stay out of range of the ones near the exit door. Once the Fiend and the Zombies on that final ledge begin to duke it out, you can close to attack range without fear of reprisal.






Mission 3: The Crypt of Decay

The “Crypt of Decay” mission can be hazardous, as Shamblers and Death Knights now show up with alarming regularity. Fortunately, you’ll find plenty of ammo and Health to scoop up, and the entrance to Episode 2’s Secret Level waits at the end of the battle.

Mission 3: The Crypt of Decay At-a-Glance (E2M3)

- | | |
|---|--|
| 1. Nailgun, Health, Flechettes | 11. Supernailgun |
| 2. Health, Shotgun Shells | 12. Health |
| 3. Flechettes | 13. Nail trap, Switch |
| 4. Green Armor | 14. Health, Grenades, Quad Damage Rune |
| 5. Shotgun Shells, Health, Switch | 15. Health, Grenades, Flechettes, Switch |
| 6. Shotgun Shells, Nailgun, Switch | 16. Secret Area. Flechettes, Megahealth, Switch |
| 7a. Flechettes, Health, Gold Door, Switch | 17. Teleporter to Secret Level: The Underearth |
| 7b. Secret Area. Grenades | |
| 7c. Secret Area. Red Armor | |
| 8. Shotgun Shells | |
| 9. Spiked Doorway, Shotgun Shells, Grenades, Grenade Launcher, Gold Key | |
| 10. Secret Area. Megahealth, Yellow Armor | |

Highlights:

-  Four Secret Areas
-  Nail Trap of the Gods
-  Secret Level Entrance

Secret Areas

Through the Pentagon door, hop over the walkway and explore below it to find a small room (7c) with Red Armor and a Teleporter. The Teleporter drops you back outside the Pentagon door.

When you bomb the Zombies on the ledge 7b, a connecting hallway opens to allow you to claim the secretive Grenade stash.

In the small area where you lay hands on the Gold Key, shoot the back of the alcove on the right to access an area (10) with Megahealth, Yellow Armor, and the entrance to Episode 2's Secret Mission: The Underearth.

In the room at the opposite end of the hallway from the mission exit, shoot the ceiling to open a passage behind the boxes. In that Secret Area (16) is the switch that unbars the entrance to the Secret Mission.

Tactical Notes

When you cross the threshold between room 2 and room 4, you'll hear a door open. If you ride the lift back down to room 1, you'll see a small chamber (3) with two big boxes of Flechettes has been revealed.

A few moments after you push the first switch extending a walkway to the central tower (6), a small room opens opposite the walkway, behind you, and Zombies stage an ambush.

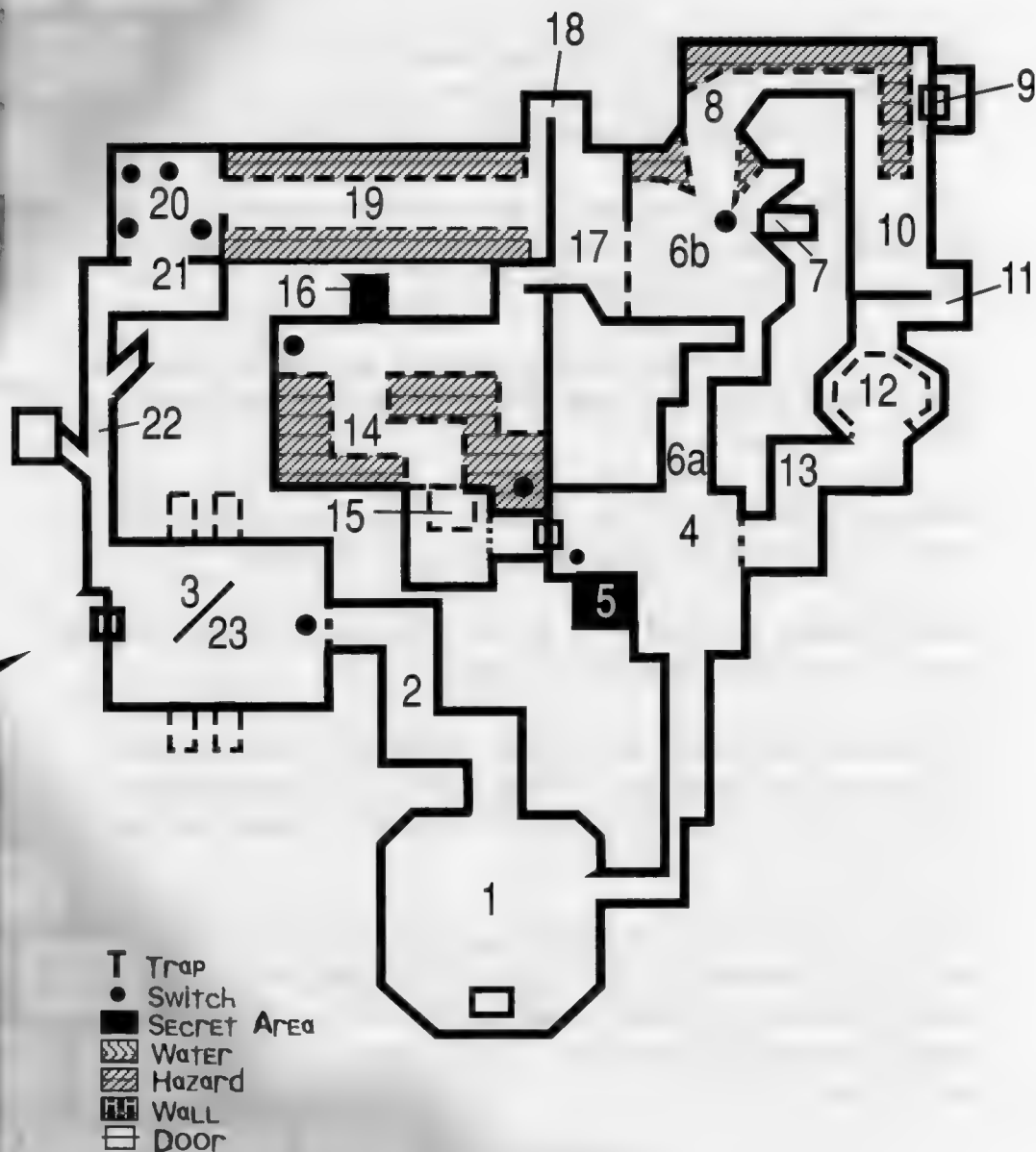
To get through the spiked doorway in area 9, activate the trap and then press up against the spikes. When they retract, you can rush into the area beyond.

When you claim the Gold Key, be ready to put that Grenade Launcher to use on the Death Knights that rush from the alcoves.

When you open the Gold Door, retreat to the narrow hallway (leading to the Zombie ledge) to strafe the big freak.

You can use the last nail trap in area 13 to deadly effect if you get the attention of the monsters on the other side of the tower, and then let them chase you back across the walkway. Stand near the switch for cover.

From the ledge with the Quad Damage rune above the water, near 13, you can spy a narrow walkway. Traverse it, and jump through the opening to find a healthy hallway... and then the Well of Wishes. A passageway connects the Well room with the entrance to the Episode's Secret Mission.






Secret Mission: The Underearth

The Underearth mission is a long, elliptical trek full of Death Knights and far too many Scraggs. Ammo, too, is plentiful—fortunate, because you often must engage in a little overkill just to thin out a crowd. Save the Quad Damage rune until you really need it, and cross each threshold prepared for an overhead ambush.

Secret Mission: The Underearth At-a-Glance (E2M7)

- | | |
|--|--|
| 1. Shotgun Shells, Health, Flechettes | 14. Flechettes, Shotgun Shells, Health |
| 2. Flechettes, Health | 15. Flechettes, Biosuit |
| 3. Grenades, Shotgun Shells, Flechettes, Health | 16. Secret Area. Red Armor |
| 4. Flechettes, Health, Shotgun Shells, Gold Door, Grenade | 17. Shotgun Shells, Health |
| 5. Secret Area. Quad Damage Rune | 18. Shotgun Shells, Flechettes, Health |
| 6a. Grenade Launcher, Grenades, Flechettes, Shotgun Shells | 19. Flechettes |
| 6b. Shotgun Shells, Health | 20. Shotgun Shells, Health |
| 7. Shotgun Shells, Green Armor | 21. Health, Shotgun Shells |
| 8. Flechettes, Shotgun Shells, Megahealth | 22. Health, Flechettes |
| 9. Flechettes, Health | 23. Health, Grenades |
| 10. Shotgun Shells | |
| 11. Health, Shotgun Shells | |
| 12. Flechettes, Health, Shotgun Shells | |
| 13. Shotgun Shells, Health, Gold Key | |

Highlights:

-  Two Secret Areas
-  Angry Ogre Shish Kebab
-  Plenty O' Nails

Secret Areas

To the left of the Gold Door, push the protruding brick to allow access to the Quad Damage rune.

From the walkway in room 14, jump into the slime and (quickly) enter the small alcove (15) below. Take the Biosuit, and wade straight forward when you exit the alcove. When you reach the far wall, turn left and proceed slowly. A sinkhole provides access to a small passage featuring Red Armor (16).

Tactical Notes

Once you jump into the water in area 1, you can't get out again.

Save the Quad Damage rune in area 5 until you open the Gold Door.

To climb back to the walkway in room 14 after acquiring the Red Armor from 16, push the switch at slime level and hop up the stairs that appear.

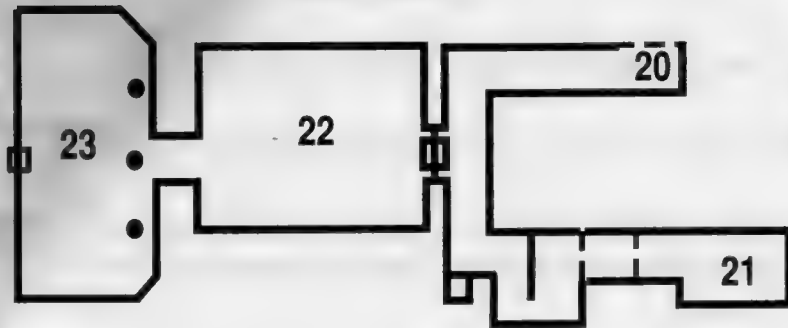
Strafe from the tunnel to thin the crowd in 6b, then run out and stomp the floorplate to kill the Ogre in room 7. Once he's history, you can press up underneath the ledge to kill the Ogres in area 17.

When you grab the Megahealth in area 8, the wall drops and Fiends rush you from 9. Grab the power-up and leap across the slime-pit, seeking cover in the outer area, or perhaps even the tunnel (6a).

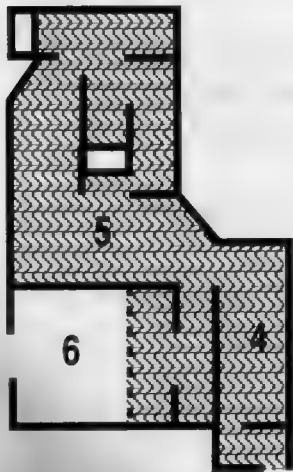
If you stay off of the blue flooring in area 12 the nail trap won't activate.

In the area beyond the pool, you'll start to notice large gargoyle faces on the walls. Make sure you shoot each one you see. They'll splatter blood on the first shot, unless they've already been hit during combat. There's at least one Gargoyle in the rooms or areas of 4, 9, 17, 19, and 21 that must be blasted. When all the faces have been shot, you can shoot the back wall of the right-hand niche in hallway 22, and a small room will open.

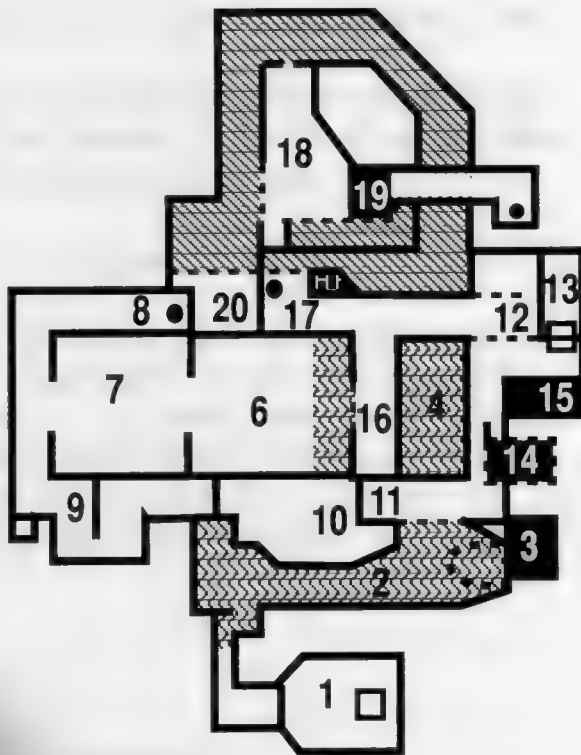
2nd FLOOR



- T** Trap
● Switch
■ SECRET Area
▨ Water
▩ Hazard
■ Wall
□ Door



LOWER FLOOR (WATER)






Mission 4: The Ebon Fortress

The grim and foreboding Ebon Fortress is enough to test even the heartiest adventurer, as huge crowds of monsters conspire to soak up your ammo at an unprecedented rate. The key to getting out of this mission with more than lint in your pocket is to prudently apply the many runes at your disposal. And, failing that, run like hell...

Mission 4: The Ebon Fortress At-a-Glance (E3M4)

- | | |
|---|---|
| 1. Shotgun Shells, Health, Flechettes | 14. Secret Area. Megahealth, Grenades |
| 2. Health, Shotgun Shells, Grenades, Flechettes, Supernailgun, Nailgun | 15. Secret Area. Pentagram of Protection |
| 3. Secret Area. Shotgun Shells, Flechettes, Yellow Armor, Quad Damage Rune | 16. Shotgun Shells, Health |
| 4. Ogre and Scrag Ambush | 17. Switch |
| 5. Health, Grenades, Yellow Armor, Gold Key | 18. Shotgun Shells, Health, Silver Key, Green Armor |
| 6. Grenades, Health | 19. Secret Area. Biosuit, Red Armor (Quad Damage Rune) |
| 7. Rocket Launcher, Health, Shotgun Shells, Green Armor | 20. Health, Ledge Trigger |
| 8. Health | 21. Flechettes, Megahealth, Quad Damage Rune |
| 9. Health | 22. Health, Grenades, Shotgun Shells |
| 10. Health, Grenades, Flechettes | 23. Health, Shotgun Shells, Switches |
| 11. Health | |
| 12. Health, Flechettes, Grenades, Gold Door | |
| 13. Yellow Armor, Flechettes | |

Highlights:

-  Four Secret Areas
-  Finally: The Rocket Launcher
-  The Episode's Sneakiest Non-Secret

Secret Areas

From the Zombie's platform in area 2, walk along the wall until you sink down to a small Secret Area, featuring Yellow Armor and a Quad Damage rune.

Down the stairs from the outer ledge (11), turn to your left and walk alongside the stairway to shoot the wall at the back of that area. Inside the small room waits Megahealth and Grenades.

When you climb the stairs at the opposite end of room 12, stop on the top step and look to your left. On the upper portion of the wall is a wooden panel that is actually a door. Shoot it, and leap to a room (15) with a Pentagram of Protection.

When you've disposed of the Shambler and his Ogre pals in area 18, you can jump into the narrow slime trough and spy the top of a doorway. Surface inside that room to locate a Biosuit and also Red Armor.

Tactical Notes

Before you access the Secret Area (3), Grenade the Ogres on ledge 11 from the Zombie's platform in area 2.

Use the Pentagon from room 15 against the Ogres in room 18, and the Scrags you meet en route. Once the Ogres are dealt with, press up against the ledge beneath the Shambler, and he'll be unable to target you.

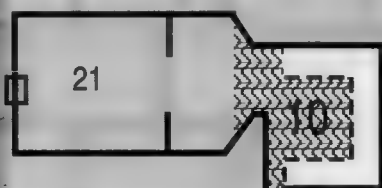
As long as you've got that Biosuit from room 19, jump to the slime moat outside area 18 and hang a right. In that corner of the moat sits a Quad Damage rune, which you can use to battle the Scrags in the hallway (20). There are steps to the hallway landing from the slime moat.

To access the room 21, that you can see from the ledge where the hallway terminates, step to the edge of the ledge and listen for the sound of a distant mechanical function. Retrace your steps back down the hallway and look through the windows above room 7. You'll see a switch revealed high on the wall, to the right. Shoot it, and the hallway extends to bridge the gap to room 21, as the bars raise.

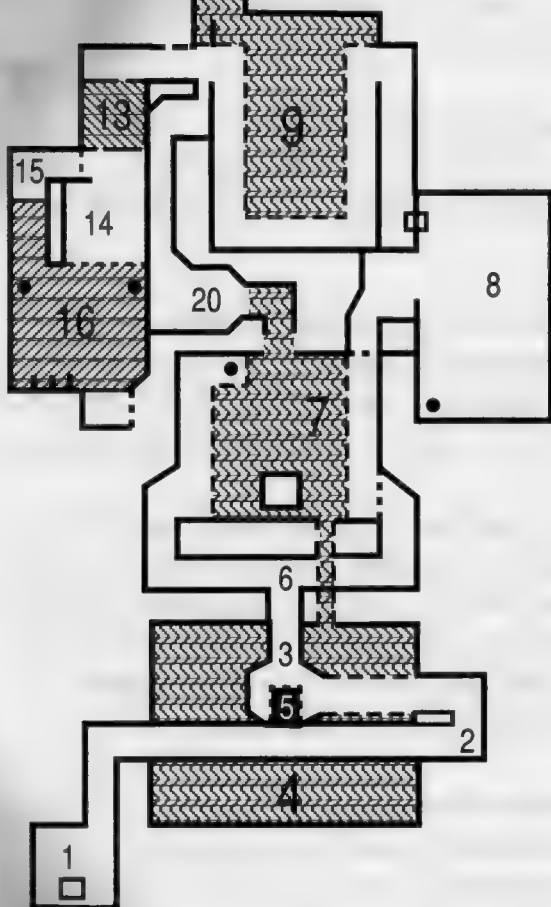
Be sure to take the Quad Damage rune from room 21 when you open the Silver Door to room 22. In order to use the rune power on the Shambler at the top of the stairs, you'll have to quickly dispense death on the first wave, and push the switch beneath the stairs for access.

When you ride the lift down to area 23, stay still while you kill the Ogres. The Fiends won't be able to get at you if you stay on the lift platform, and you can deal with them once the Ogres are history.

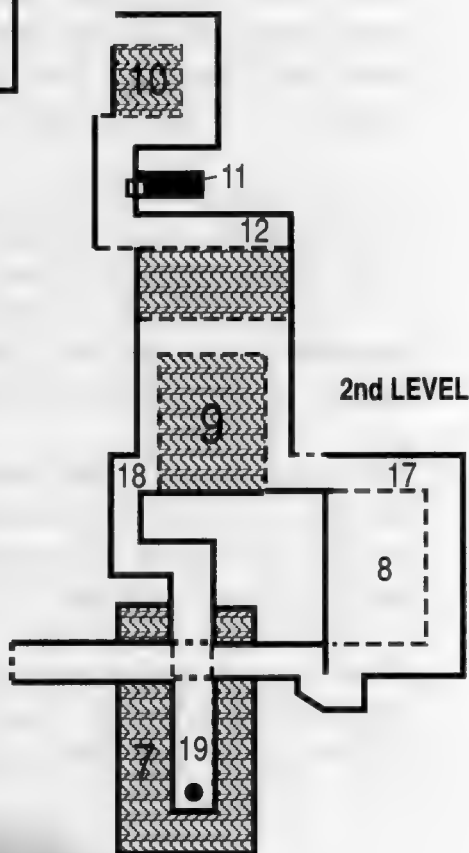
Episode 2



1st LEVEL



- T Trap
- Switch
- Secret Area
- ▨ Water
- ▩ Hazard
- ▧ Wall
- Door



2nd LEVEL




Mission 5: The Wizard's Manse

As Episode 2 screams toward its conclusion, you often find yourself in dire straits. "The Wizard's Manse" is one of the game's grimmest missions, as gangs of bad guys gather in your honor with alarming frequency. Use the two Quad Damage runes wisely, and anticipate dropping back to take up a defensive position on a moment's notice.

Mission 5: The Wizard's Manse At-a-Glance (E2M5)

- | | |
|---|--|
| 1. Shotgun Shells, Health | 13. Shotgun Shells, Megahealth |
| 2. Rocket Launcher | 14. Thunderbolt, Cells Blossuit Grenades |
| 3. Shotgun Shells | 15. Health, Flechettes |
| 4. Flechettes | 16. Shotgun Shells |
| 5. Secret Area. Shotgun Shells | 17. Shotgun Shells, Flechettes |
| 6. Flechettes, Health | 18. Shotgun Shells, Health |
| 7. Shotgun Shells, Flechettes, Health | 19. Health, Switch |
| 8. Flechettes, Health, Shotgun Shells, Red Armor | 20. Health |
| 9. Shotgun Shells | 21. Health, Grenades, Exit |
| 10. Grenades, Flechettes, Quad Damage Rune | |
| 11. Secret Area. Red Armor, Quad Damage Rune | |
| 12. Health, Grenades, Gold Key | |

Highlights:

-  Two Secret Areas
-  Two Epic Battles
-  Finally: The Thunderbolt

Secret Areas

If you jump in the water in area 4, you can find a lift inside one of the large columns. Ride it up to a secret stash of Shotgun Shells (5).

In the small hallway at the top of the stairs, up from area 10, look for the panel devoid of ornate design on the left-hand wall. Shoot it, and a room (11) with Red Armor is revealed. If you drop through the hole in the back of that room, you'll also acquire a Quad Damage rune.

Tactical Notes

Don't stand in the hallway leading from room 1 to the outer area for too long, or the Ogres will make you pay. If you charge out and stand beneath them, you can slay them quite easily.

Begin the battle for room 7 from the right-hand passage, leading from area 6.

You won't have to try very hard to get the attention of the enemies in room 8. Once you do, retreat back onto the walkway in room 7, keeping the heavy artillery handy. Two Death Knights will be hiding in the room's corners when you finally enter 8, and pushing the switch on the wall unleashes a Shambler to your immediate right.

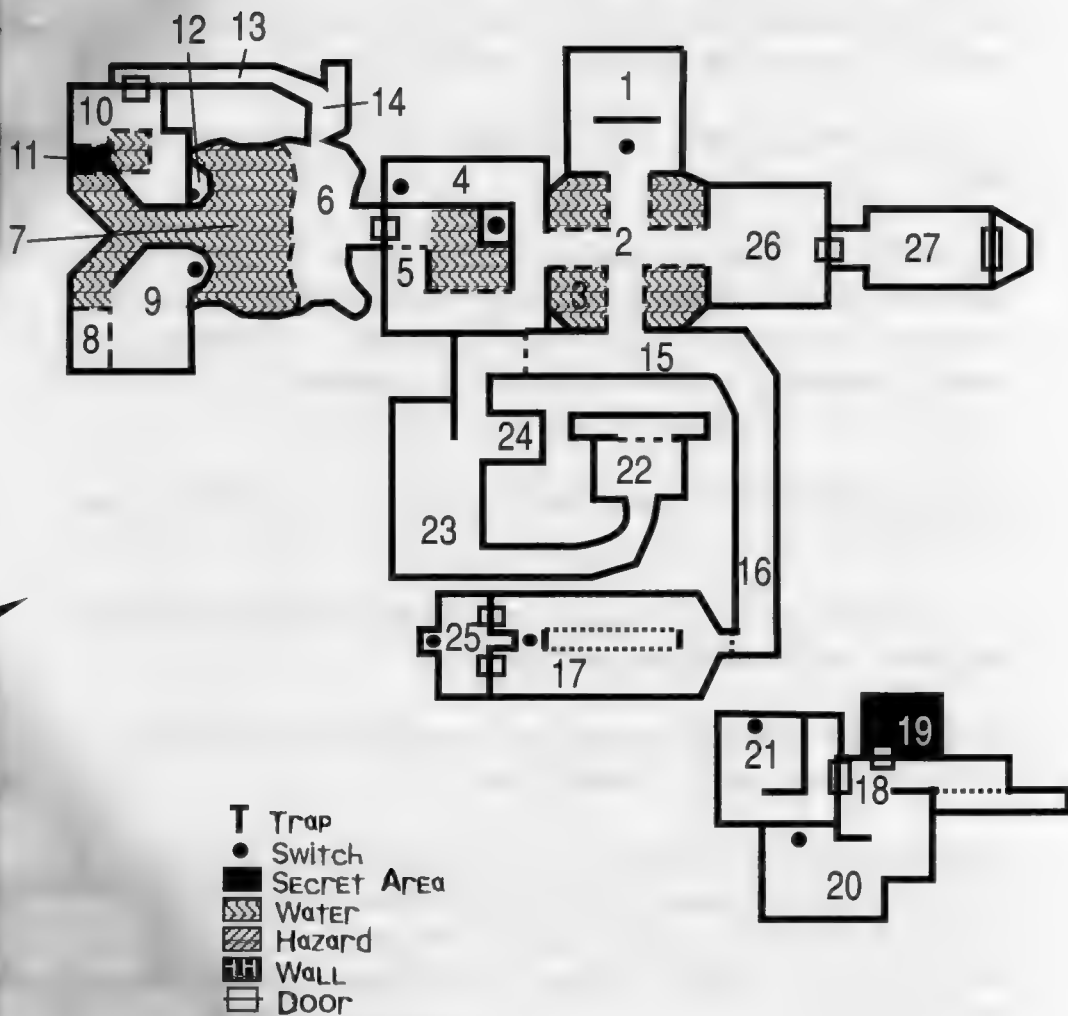
Save one of the Quad Damage runes from 10 or 11 for when you open the Gold Door.

Use the Biosuit in area 14 to explore the slime tunnel (15) which has an opening on the right-hand wall of 16.

Watch for the Shambler beyond the Shotgun Shells in the hallway (18). Time to test out the Thunderbolt...

When you open the Gold Door, an obstruction rises to prevent you from running up the stairs in area 10. If you drop quickly into the water in area 10, perhaps to acquire the Quad Damage rune, the monsters beyond the door will start to hammer on each other. Don't let them have all the fun.

Episode 2






Mission 6: The Dismal Oubliette

They don't call it dismal for nothing. The final mission of Episode 2 is probably the sternest test, which is as it should be. It features a load of bad guys unlike any you've seen up to this point, and some combinations of monster that'll leave you begging for mercy.

Mission 6: The Dismal Oubliette At-a-Glance (E2M6)

- | | |
|--|---|
| 1. Box Switch, Shotgun Shells, Health, Green Armor | 18. Health, Shotgun Shells |
| 2. Shotgun Shells, Green Armor, Flechettes | 19. Secret Area. Flechettes, Grenades, Megahealth, Pentagram of Protection |
| 3. Health, Yellow Armor | 20. Flechettes |
| 4. Health, Flechettes | 21. Shotgun Shells, Health |
| 5. Grenades, Health | 22. Thunderbolt, Flechettes |
| 6. Grenades, Cells, Health, Shotgun Shells | 23. Flechettes, Health |
| 7. Shotgun Shells, Health | 24. Gold Key, Flechettes |
| 8. Ledge Ascent | 25. Cells, Health, Grenades, Shotgun Shells |
| 9. Health, Flechettes, Grenades | 26. Yellow Armor, Megahealth, Flechettes, Grenades, Cells |
| 10. Shotgun Shells | 27. Flechettes, Health, Rune Key |
| 11. Secret Area. Quad Damage Rune | |
| 12. Grenades, Box Switch | |
| 13. Health | |
| 14. Shotgun Shells, Flechettes | |
| 15. Cells, Yellow Armor, Flechettes | |
| 16. Shotgun Shells, Flechettes | |
| 17. Health, Gold Door | |

Highlights:

-  Two Secret Areas
-  Plenty of Angry Enemies
-  Rune Key Showdown

Secret Areas

Jump into the water in area 10 and turn around. Beneath the ledge in a small alcove (11) waits a Quad Damage rune.

On the second floor (18), face the barred portal to room 21 and turn to your right to shoot the wall. Follow the passage to an impressive secret stash, which you can use to clean out room 20.

Tactical Notes

Pushing the switch in the hallway (4) raises a temporary stairway to the Ogre's ledge in room 5. The switch on that ledge provides access to room 6, where a Shambler waits just inside the doorway, to the right.

After bombing the underwater Zombies in area 7, you can retreat to that area to deal with the Fiends that attack from the direction of 10.

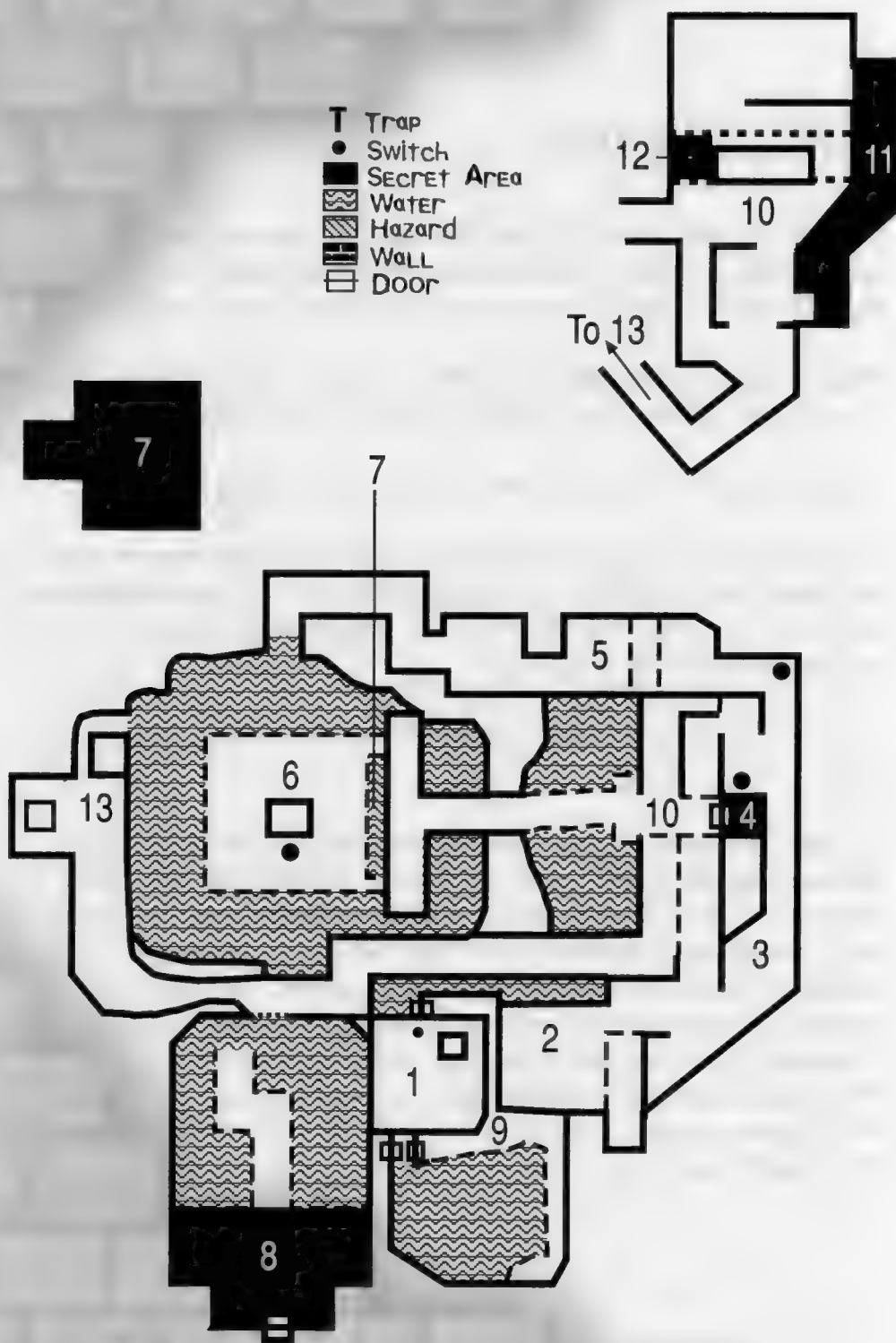
Shoot from area 9 across the way to dispatch the Ogres in area 10.

When you kill the Ogre in the tower in area 10, a Shambler teleports in, literally right behind you. If you leap from the walkway to the water below, you can claim the Quad Damage rune from the Secret Area (11) and make short work of big ugly.

Use the goodies in the Secret Area (19) to clean out the nearby room (20).

In room 26, expect a pair of hostile Shamblers to show up when you venture near the Zombie stuck to the wall. Kill them quickly, as the door seals and the floor to the room begins to drop. Stand in a corner to avoid the nails and deal with the Fiend that arrives via teleport. Following the Fiend, a Zombie goon squad arrives. Once again, a corner provides the best vantage point to begin the battle, as you can dispense Grenades before worrying about the Zombie standing on your head. When the floor stops dropping, take up a position opposite the portal that appears, strafing from either side of the room's column to dispatch the Vores in room 27.

Episode 3






Mission 1: Termination Central

Like the other first missions in the *Quake* episodes, the combat here is of the Grunt goon-squad lying-in-wait-around-the-corner variety. The path to victory is also linear, though a few well-placed Quad Damage runes and Megahealths make for satisfying play. Knowing the locations of these items makes you tougher than any Terminator—a decidedly unfair advantage. Now aren't you glad you bought this book?

Mission 1: Termination Central At-a-Glance (E3M1)

- | | |
|--|--|
| 1. Health, Double-barreled Shotgun, Shotgun Shells | 10. Heath, Gold Keycard |
| 2. Shotgun Shells, Green Armor | 11. Secret Area. Megahealth |
| 3. Shotgun Shells, Nailgun, Flechette | 12. Secret Area. Quad Damage Rune |
| 4. Secret Area. Red Armor | 13. Exit. Health, Shotgun Shells |
| 5. Health, Yellow Armor, Shotgun Shells | |
| 6. Quad Damage Rune, Rockets, Flechette | |
| 7. Secret Area. Rockets, Yellow Armor, Health | |
| 8. Secret Area. Health, Rockets, Flechette | |
| 9. Green Armor, Megahealth | |

Highlights:

-  Five Fabulous Secret Areas
-  Taking an Acid Bath without a Biosuit
-  No Gratuitous Terminator Reference

Secret Areas

After descending the elevator from 1, work your way through 2 and down the left ramp in 3. Shoot the parabola-shaped shadow on the right wall (under the catwalk) for access to a suit of Red Armor.

On the large deck above the acid pool (area 6), peer over the edge between the stairways. See the ledge below? That's area 7. Drop down to collect your swag. Ride the lift up to the rafters to get the Shotgun Shells.

Put your back to the switch in 6 and your toes over the edge of the platform. Jump into the acid and swim through the opening at the bottom of the far wall into 8. Flop onto any one of the steel-decked piers. The Slipgate takes you to a hallway above the Megahealth that's visible through the window in 2.

Go into the center of the stacked crates (your back will be to the Gold Keycard door). Jump on the brown box and continue your jumps until you're on the very top. Turn left and shoot the wall panel. Enter 11 and follow the passage to the lift—and a Megahealth.

Instead of going up the lift in 10, turn left. A Quad Damage rune in 12 is quietly spinning in the shadows. Stand next to the lift and angle a step off the catwalk onto the darkness. Follow the ledge around to claim your prize.

Tactical Notes

Drawing the bad guys across the catwalk to you in 6 is a painless way to clear the area. However, a headlong rush for the Quad Damage rune is bloody fun. Quicksave before going into 6 and try 'em both. Even so, we recommend you save this Quad Damage rune for mounting an attack down the walkway en route to 10.

Save the Quad Damage rune in 12 until you're ready to battle into the final area. The power should last until you're almost to the exit teleport.

Deathmatch players: If you jump into the slime below the Slipgate in 9, go through the opening, turn right, and follow the passage. You'll wind up on a lift that delivers you to area 2. If you've got the Megahealth going, you'll probably be down to about 100 Health points at the end of your swim.






Mission 2: The Vaults of Zin

“The Vaults of Zin” essentially consists of three large encounter areas (or “vaults,” if you like). Each vault contains an insidious trap, where you literally trigger a series of events with every button push. Each trap is deadly if you rush blindly into action, but easily defusable if you bide your time. In fact, if you defuse the traps, there’s no reason not to finish the mission with almost a full complement of armor and 100 Health points. Last, if you like blasting Zombies, Ogres, Scrag, and Shamblers (and who doesn’t?), you’ll dig the action here.

Mission 2: The Vaults of Zin At-a-Glance (E3M2)

- | | |
|--|---|
| 1. Health, Rockets | 10. Shotgun Shells, Health, Flechette, Zombie/Scrag/Shambler trap, Gold Key, Rockets, Double-barreled Shotgun |
| 2. Secret Area. Grenade Launcher, Megahealth | 11. End. Health |
| 3. Health, Flechettes, Quad Damage Rune, Rockets, Yellow Armor | |
| 4. Health, Flechette | |
| 5. Rockets, Health, Shotgun Shells, Flechette | |
| 6. Secret Area. Ring of Shadows | |
| 7. Quake Switch | |
| 8. Secret Area. Shotgun Shells, Rockets, Health | |
| 9. Silver Key, Rockets, Flechette, Health | |

Highlights:

-  Three Nifty Secret Areas
-  Claim Your Very Own Grenade Launcher
-  Shooting Shamblers in a Barrel

Secret Areas

Turn left down the first passage, dodge the Zombie, and leap across the pit into 2 for a Grenade Launcher. Lob a bomb or two on the Zombies below. Then follow your shot, angling for the lip of floor next to the lava pool.

From 4, shoot the wall to the right of the crucifix-like wall art. Jump through the opening and claim a fabulous Ring of Shadows in area 6.

In the area below the crucifix-like art, shoot the off-colored section of wall opposite (and a little to the right) of the Quake switch. The Slipgate takes you to 8, the rafters above 4 and 7.

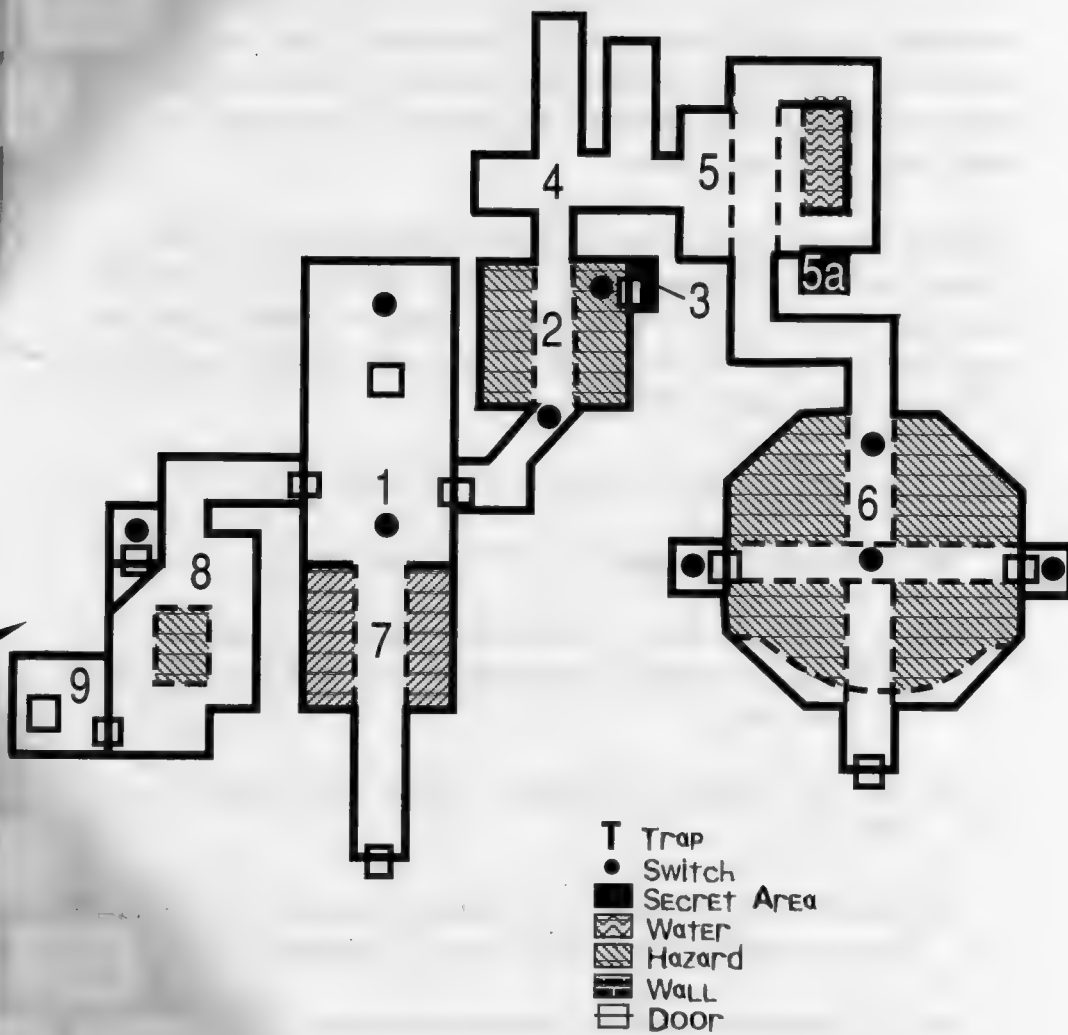
Tactical Notes

In 3, to activate the switch on the box in the lava: Ride the lift, hit the far switch, and drop down the hole in the center of the catwalk. Shoot the section of wall with the skull on it (it's to the right if you're on top of the stairs) for a Quad Damage rune surprise. This alcove doesn't officially count as a Secret Area.

To soften up the Ogre and Fiend in the Silver Key room (9), lob a Grenade into the pit through the barred window in 1. One of the bad guys typically runs through a Slipgate to attack you! We suggest you stand on the telepad in the hallway while you're causing trouble. You never know who might telefrag.

Here's what we feel is the best way to survive traps in 10:

- Murder the Ogre guarding the Gold Key door.
- Hit the Quake switch in the pillar. While you cream the Zombies, do not walk over any floor grate and do not stand on the floor switch.
- Walk any of the floor gratings to trigger a wild Shambler and Scrag party.
- Snipe the Shambler from between any of the floor grates; just make sure to stay clear of the center Quake switch.
- Once he's dead, another Shambler teleports in. Creative use of the entire mission map almost ensures victory.
- Step on the Quake switch, drop into the pit, and complete the sequence.



Mission 3: The Tomb of Terror

Compact and tricky, this mission delivers traps aplenty and non-stop action. Depending on your point of view, this mission is either a warm-up for bigger and better things to come, or a breather from the test-of-endurance missions in Episode 2.

In essence, this mission map centers around a central hub (area 1). This design feature, in addition to a pair of Nailgun traps and many lava hazards, makes this an ideal slaying ground for a small party of Deathmatchers.

Mission 3: The Tomb of Terror At-a-Glance (E3M3)

- | | |
|--|--|
| 1. Shotgun Shells, Health | 7. Megahealth, Nailgun Trap, Flechette, Health, Silver Key |
| 2. Yellow Armor, Health | 8. Health, Flechettes, Rockets, Shotgun Shells, Switch to Open 9 |
| 3. Secret Area. Red Armor | 9. Exit. Health, Green Armor |
| 4. Supernailgun, Shotgun Shells, Health, Flechette | |
| 5. Shotgun Shells, Flechettes, Rockets, Nailgun Trap, Health | |
| 5a. Secret Area. Megahealth | |
| 6. Flechettes, Shotgun Shells, Health, Rockets | |

Highlights:

-  Two Easy-to-Find Secret Areas
-  NBA-Style Grenade Bank Shots

Secret Areas

Once on top of the lava-stairs in 2, turn right and look up. Shoot the Quake switch high above and a section of wall directly in front of you slides away. Take the Slipgate to the rafters above 2 for a shiny suit of Red Armor.

Once you've secured area 5, dive into the water, turn right, and sink down into 5a for a juicy Megahealth.

Tactical Notes

In 4, grab the Supernailgun and immediately jump back to watch a Zombie and a Ogre get into a nifty body part/Grenade fight. To settle the score, use the angled walls to make trick Grenade bank shots that even Michael Jordan would envy.

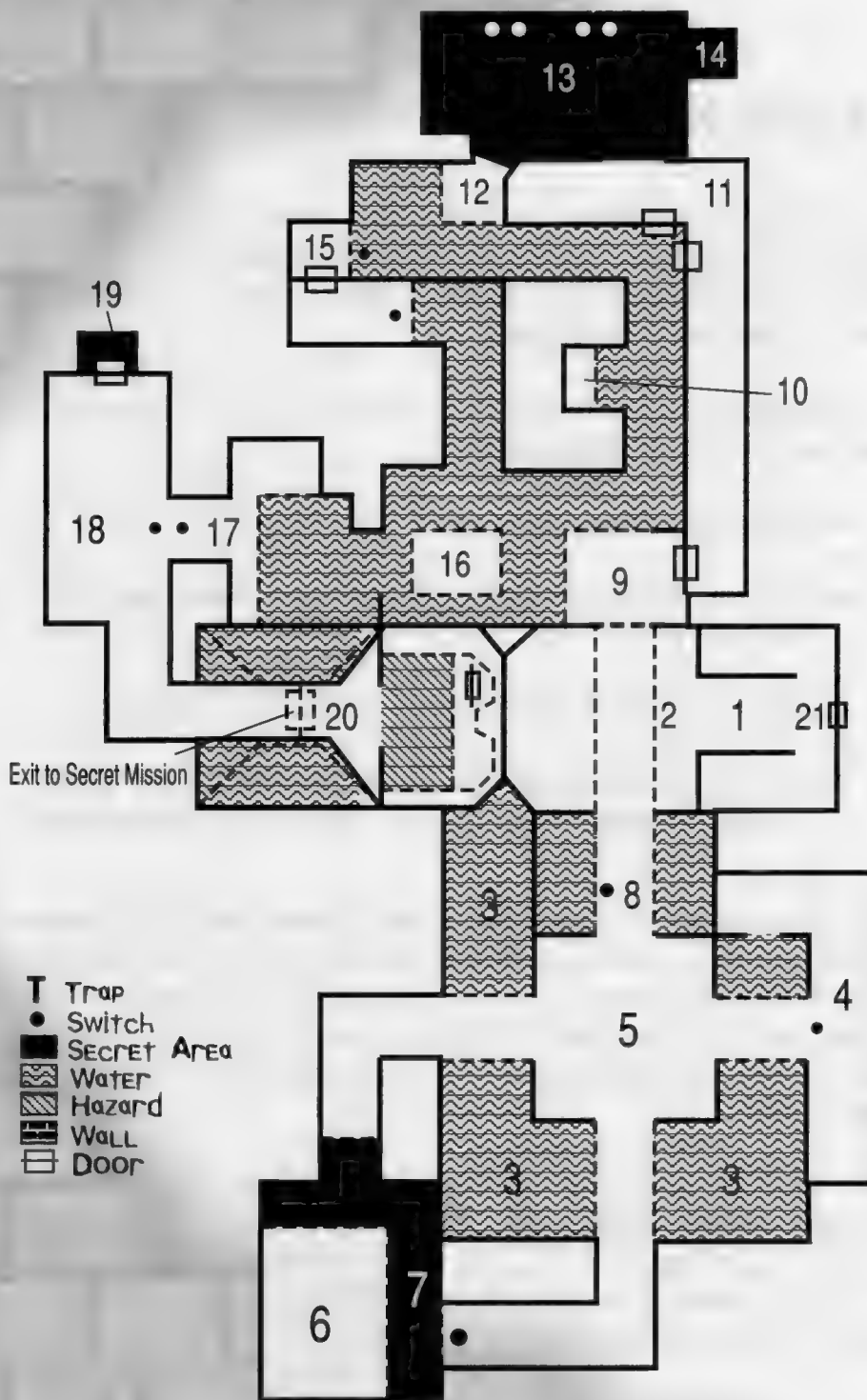
In 6, the Slipgate across the lava pool is your ultimate destination (it takes you back to 1). To get there:

- Step on the pulsating Quake switch.
- Run down the plank, spin around, and obliterate a Death Knight and his Zombie pals.
- Run down either side plank and stand on the Quake switch.
- Run down the opposite plank and stand on the Quake switch. Beware a Fiend/Zombie surprise attack when you approach the Slipgate platform!

In 7, when you step on the floor-mounted Quake switch two events happen: A plank extends across the lava pit (briefly), and a section of far wall pulls back to reveal a pit containing the Silver Key, a Death Knight, and a Slipgate back to 1. Run down the plank, bushwhack the Death Knight, then drop down for a manly toe-to-toe before the plank retracts.

The exit door is opened by a two-switch sequence at the bottom of the stairs in 8. Hitting the first switch drops a set of wall panels across the lava pool, unleashing a vicious Ogre and Death Knight attack. The final Quake switch is in the far Ogre cage. The exit room (9) is on a landing half-way up the stairs.

Episode 3



Mission 4: Satan's Dark Delight




Lean on ammo, big on water, this mission scores big on the novelty scale. If you yearn to slay your way through a mission without playing the Easter Key hunt, look no further.

What's better, victory here means you get unmolested access to this episode's Secret Mission: "The Haunted Halls."

Satan's Dark Delight At-a-Glance (E3M4)

- | | |
|--|---|
| 1. Health | 14. Secret Area. Pentagram of Protection |
| 2. Flechette, Health | 15. Shotgun Shells |
| 3. Flechette, Health, Rockets, Yellow Armor, Shotgun Shells | 16. Platform |
| 4. Flechette, Health | 17. Health, Flechette |
| 5. Rocket Launcher, Health | 18. Health, Rockets |
| 6. Cells | 19. Secret Area. Pentagram of Protection |
| 7. Secret Area. Flechette, Rockets, Health | 20. Thunderbolt, Health, Access to Secret Mission |
| 8. Supernailgun, Flechette, Health, Shotgun Shells | 21. Exit |
| 9. Health | |
| 10. Switch | |
| 11. Health, Flechette | |
| 12. Access to 13 and 14 | |
| 13. Secret Area. Health, Megahealth, Yellow Armor, Flechettes | |

Highlights:

-  Way Rad Platform Surfin'
-  Gratuitous Ogre Smushin'
-  Four Generously Stocked Secret Areas

Secret Areas

With your back to the Quake switch in 6, go out the right opening, turn around at the top of the ramp, and shoot the yellow light. Three stair steps emerge, granting you access to 7, the ledge above 6.

Ride the water platforms and do battle in 10 and 11. When your flying platform turns right, shoot the Ogre below (12). Drop down onto this ledge, and the walls around you drop away. You now have free access to 13. Make sure to shoot the switch above 15. Doing so puts the grisly Ogre press into action.

To open 14, shoot each of the white lights in the wall in 13. When you've hit fourth light, a section of wall next to the Quad Damage rune slides away to reveal a Pentagram of Protection.

In 18, shoot the yellow light in the ceiling. A section of wall drops to reveal yet another Pentagram of Protection. Test its might on the Shambler in 20.

Tactical Notes

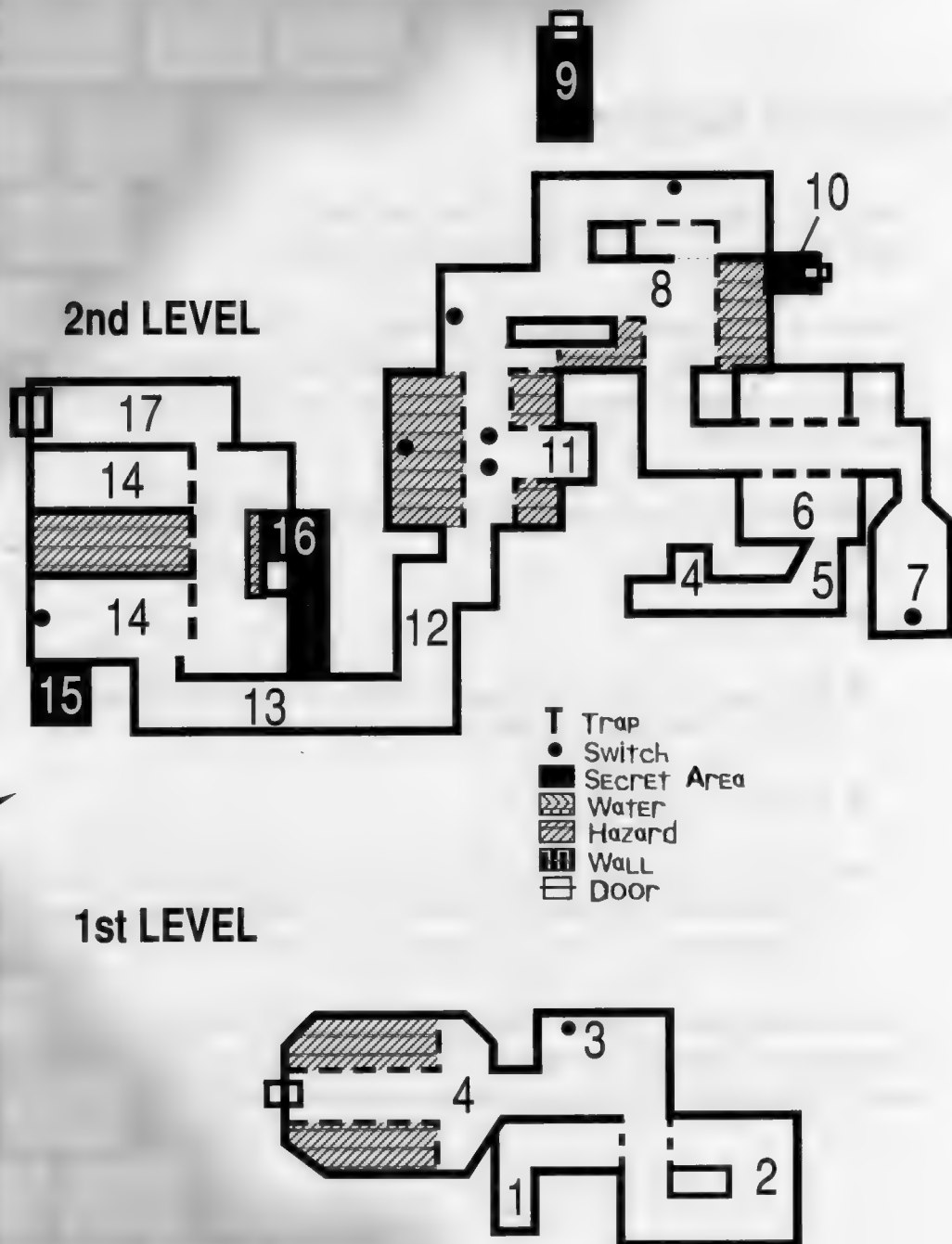
Hitting the switch in 6 seals off all exits and brings down a trio of Ogres. The doors open once all the Ogres are dead.

To defuse the Supernailgun trap in 8, creep into the hallway and jump back when the Ogres fall, guns blazing. To sustain minimum damage, try dropping down the lift shaft and unleashing a rocket attack from below.

To maximize your power-up time from the artifacts in areas 13 and 14, we suggest you:

- Clean out 11.
- Go through 15, step onto the waiting platform, shoot the floor switch, and ride to 16. Carve up the Zombie and Ogres in 17.
- Go back to 13 and 14.
- Nab all the items, run onto the lift in 13, dive into the water from 11, and swim for the Slipgate under 9. Leap from 9 to 16 and wait for the platform to transport you to 17, where you ride the lift to 18.

To access this episode's Secret Mission: The Haunted Halls, walk on either ledge that flanks the ramp in 20. Peer into the lava lake—the hole in the middle of the lava is the exit to the Secret Mission.



Secret Mission: The Haunted Halls




You'll find a lot of halls here, but they aren't very haunted. This is undoubtedly the straightest Secret Mission in the game, bound to disappoint fans who demand that Secret Missions have bizarre quirks or physics-defying flair. Such is not the case, however, and perhaps this is why the Haunted Halls is a bit of a letdown.

Battling your way through this tightly designed mission shouldn't take much for those who use the environment to their advantage. A few shrewdly placed power-ups make short work of its only potentially overwhelming combat area. At the end of the mission you get more powerups than the monsters warrant—a nice change of pace.

Secret Mission: The Haunted Halls At-a-Glance (E3M7)

- | | |
|---|--|
| 1. Health, Rockets | 13. Nail Trap |
| 2. Rockets, Green Armor | 14. Health |
| 3. Switch | 15. Secret Area. Yellow Armor, Quad Damage Rune, Megahealth |
| 4. Flechette | 16. Secret Area. Flechette, Pentagram of Protection |
| 5. Health | 17. Exit |
| 6. Health, Rockets | |
| 7. Switch | |
| 8. Shotgun Shells, Yellow Armor, Health, Flechette, Rockets | |
| 9. Secret Area. Megahealth | |
| 10. Secret Area. Quad Damage Rune | |
| 11. Health, Flechette | |
| 12. Health, Flechette | |

Highlights:

-  Four Swell Secret Areas
-  Gangs of Goon Squads
-  Caged Vore Slaying

Secret Areas

Stand on the edge of the lift that takes you to the switch in 8 (above the Yellow Armor). As the lift ascends, backpedal such that you drop onto the walkway. Sneak under the lift and you'll drop into 9 for a Megahealth.

Stand before the Ogre nest in 8 and shoot the grate in the right wall. The grate slides away and a small beam rises out of the lava, giving you easy access to the Quad Damage rune in area 10.

After slaying the bad guys in 14, stand in front of the lift-lowering Quake switch and look straight up. Shoot the tiny Quake switch. A section of wall to your left drops away, revealing area 15.

On the walkway over the lava in 14, cast your eyes over the right edge and lock onto the cage. Get ready to jump. Landing on top of the cage opens a panel before you. Go into 16 for a Pentagram of Protection and some ammo.

Tactical Notes

Backpedal as soon as you leap through the Slipgate in 4—an Ogre tosses numerous Grenades upside your head from 5 the moment you appear.

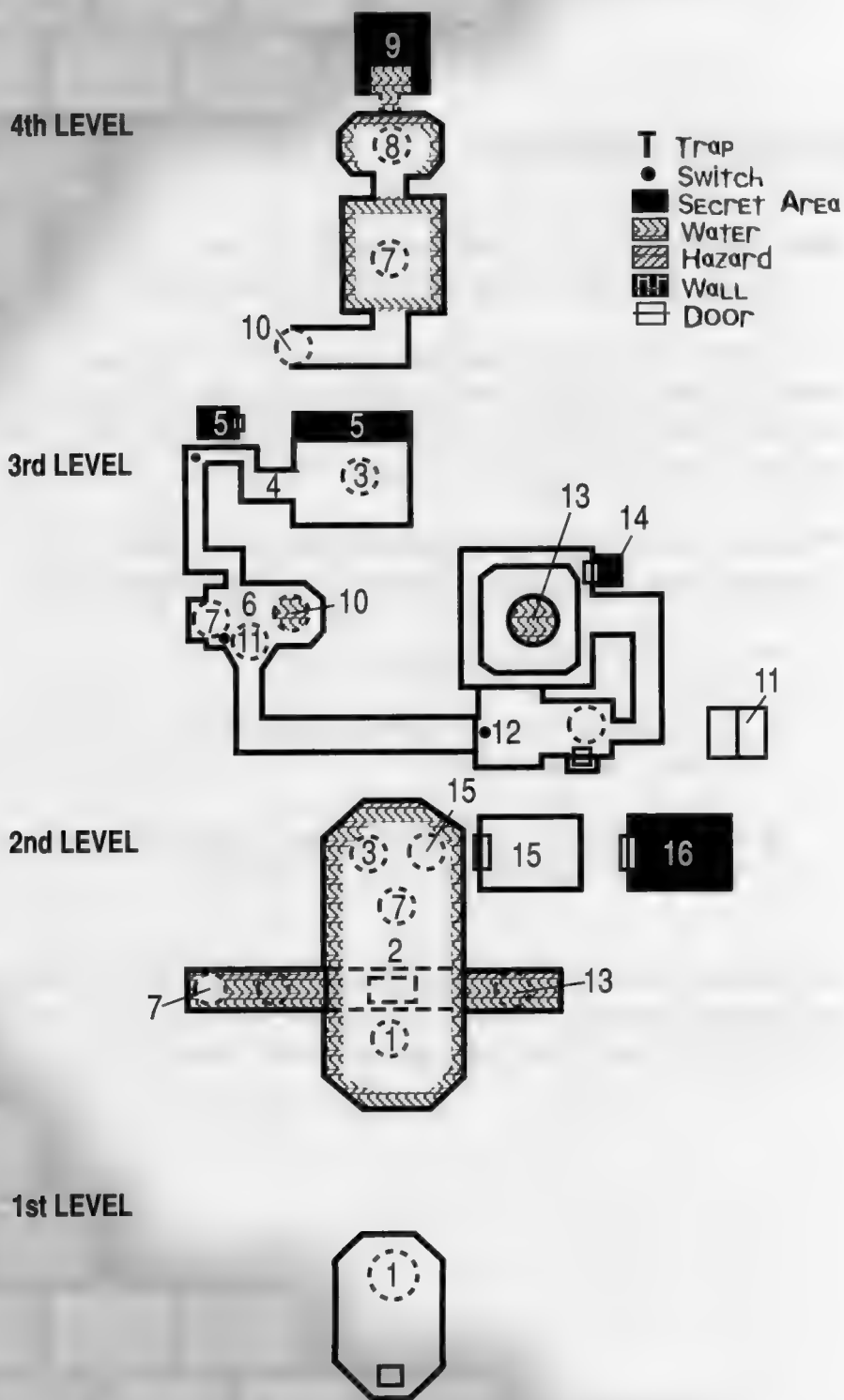
As soon as you enter 6, a Fiend rises out of a pit in the center of the room and a bar behind you seals off the escape route. Stand in the doorway before entering 6 and lob a few Grenades into the pit. Do it right and only a Fiend's head comes to greet you.

When you shoot the Quake switch near the top of the wall in 11, a Shambler, some Ogres, and a Vore teleport in. To defeat them:

- Grab the power-ups in Secret Areas 9 and 10.
- Stand on the walkway about halfway between the trapdoor and the door to 12. Shoot the Quake switch.
- The Shambler should telefrag on your head! Pummel the Ogres dancing in the lava, then turn your attention to the caged Vore.

The floor switch in the Vore pen unlocks the doors in 11. Shooting the wall-mounted switch in the cage activates a Teleporter, and anything inside materializes on the walkway near the doorway to 8.

Episode 3



Mission 5: Wind Tunnels




Not only do you score a Thunderbolt and Rocket Launcher here, you'll find them complemented with two well-placed Quad Damage runes. Mix in a liberal helping of Flechettes and an extra-bouncy atmosphere, and you've got the makings of satisfying, blood-spouting fun for Deathmatch and solo players alike.

There really aren't any big tricks for navigating the wind tunnels. Simply, if you point in the proper direction before you leap, you'll be one gun up before the action starts. And if you rely on your Supernailgun and save your game before each jump, we suspect you'll enjoy the action here as much as we do.

Mission 7: Wind Tunnels At-a-Glance (E3M5)

- | | |
|--|--|
| 1. Health, Shotgun Shells, Flechettes | 12. Nail Trap, Cells, Health, Rockets, Flechettes, Green Armor |
| 2. Health, Flechettes, Cell | 13. Health, Flechettes, Shotgun Shells, |
| 3. Health, Flechette, Shotgun Shells, Thunderbolt, Rockets | 14. Secret Area. Biosuit, Flechette, Health |
| 4. Health, Shotgun Shells, Flechette | 15. Exit, Health |
| 5. Secret Area. Flechette, Quad Damage Rune, Health | 16. Secret Area. Flechettes, Health |
| 6. Health, Rockets, Biosuit, Flechette | |
| 7. Shotgun Shells, Flechette, Health, Rockets | |
| 8. Green Armor, Flechettes | |
| 9. Secret Area. Flechettes, Rocket Launcher, Health | |
| 10. Shotgun Shells, Health | |
| 11. Quad Damage Rune, Health | |

Highlights:

-  Four Fun Secret Areas
-  Tunnel Jumping with Subtitles
-  Air Strikes and Quad Damage Runes Aplenty

Secret Areas

To get the Quad Damage rune above 3, battle your way down the strobe-light hallway (area 4). Run past the pair of Health boxes (where the second Fiend was crouching) and angle toward the far right corner. Drop into the hole, dive through the Slipgate, and say hello to the Quad Damage rune in 5. Use this rune to annihilate the monsters in 6.

In 8, face the far wall (past the tube) and drop into the water. Swim under the arch and ascend into the light for an explosive secret area.


Once you've toppled the Shamblers in 13, work your way around the upper ledge. Stop when you're opposite the entrance from 12 and look up at the beams. Shoot the Quake switch and a panel to the left of the entrance slides away, revealing another Secret Area.

Once you've settled the score in 15, shoot the off-colored floor panel in front of the exit Slipgate. After it slides away, drop down and stock up.

Tactical Notes

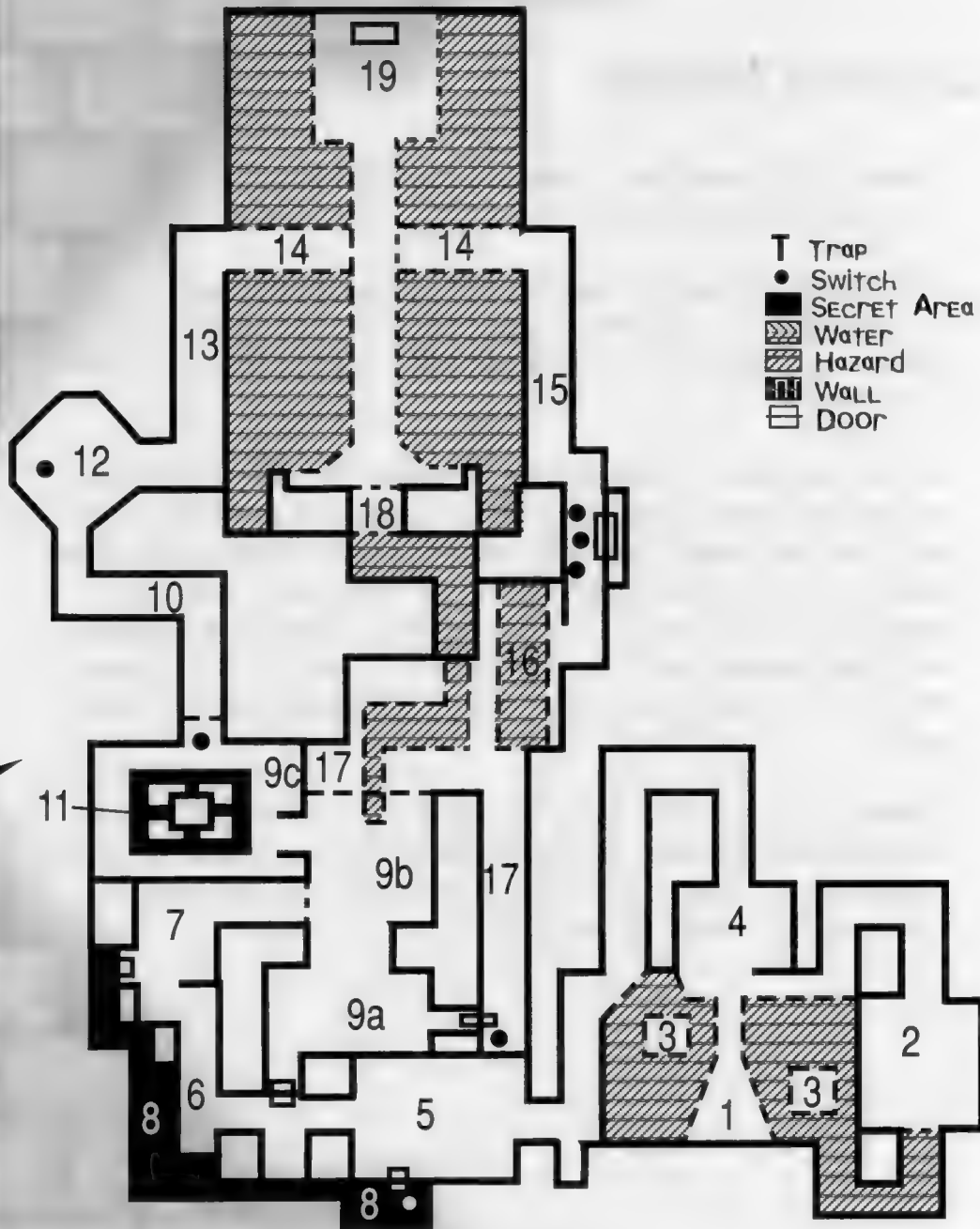
Sweep up all the supplies you can before you leave area 1. Once you leave you can't come back.

The fighting in 3 and 7 is frantic and fun. Use your Rocket Launcher or Supernailgun to cut down as many foes as you can while bouncing. When you hang up on a tube's lip, drop down and go toe-to-toe with the leftovers.

To grab the Quad Damage rune in 11 (above 12), face the direction you're flying through the tunnel while you depress your  key, then add a tiny tap on your jump key just before you enter the room. Your aim is to land on the far ledge. It's a very tricky move that by no means works every time. If you can't seem to do any more than grab the Quad Damage rune before you fall, that's fine. All you've done is shortcut through 11. You can go back for the Ogres once you clean out 13.

Hitting the ground in 12 triggers a vicious nail-turret trap. There's a safe corridor in-line with the Quake switch. You need to hit this switch to release a set of bars that would otherwise prevent you from Quad Damaging the Shambler twins in 13.

Episode 3



Mission 6:

The Chambers of Torment




This is the final mission of Episode 3, and make no mistake, this is a big one. Your ultimate quest is to capture the third Rune Key, and getting there is all the fun.

You'll get more than your fill of Vore killin' and skirt a fiery lava death many times as you work your way through the same few passages and rooms toward the Big Payoff. But with one well-placed Quad Damage rune, a generous complement of Health, Rockets, and Shotgun Shells, all the hassle seems worthwhile. A more existential hero may wonder if all this killing is worth one measly Rune Key. A dyed-in-blood hero knows it is.

Mission 6: The Chambers of Torment At-a-Glance (E3M6)

- | | |
|--|---|
| 1. Health, Flechette, Shotgun Shells | 12. Green Armor |
| 2. Cells, Rockets, Health, Shotgun Shells | 13. Rockets, Health, Flechettes, Shotgun Shells |
| 3. Rockets, Health, Red Armor | 14. Rockets, Cell, Health, Flechette |
| 4. Ring of Shadows, Health, Shotgun Shells | 15. Health, Shotgun Shells, Flechette |
| 5. Green Armor, Health, Flechette, Silver Key Door | 16. Shotgun Shells |
| 6. Shotgun Shells | 17. Gold Key, Rockets, Flechettes, Health, Shotgun Shells |
| 7. Flechettes, Health, Silver Key, Quake Switch | 18. Health, Flechette, Shotgun Shells |
| 8. Secret Area. Yellow Armor, Health, Flechette, Quad Damage Rune | 19. Rune Key, Exit |
| 9a. Shotgun Shells, Cell | |
| 9b. Shotgun Shells | |
| 9c. Rockets, Flechette, Health | |
| 10. Flechettes, Shotgun Shells, Health | |
| 11. Secret Area. Rockets, Shells, Health | |

Highlights:

-  The Third Rune Key
-  Two Big Money, Easy-to-Find Secret Areas
-  Vore Blasting by the Ton

Secret Areas

In 7, after you've grabbed the Silver Key and killed the paratrooping Ogres, look up at the ceiling from where they attacked. Shooting the ceiling-mounted switch lowers the blue panel in the wall to the right of the archway. Go inside 8 for a whole heap of swag.

Once the Death Knights in 10 have succumbed to your will, face 9c from the edge of the lift and look up. Shooting the switch lowers a section of wall past the lift, granting you access to 11, the crossbeams above 9c.

Tactical Notes

To avoid a lot of Death Knight and Ogre damage in 2, stand on the mission-opening telepad and unload a rocket sortie into the entrance of 2 (and through the Death Knight's window). If you're lucky you'll hit the snoozing Ogres deep within 2 and raise all kinds of hell inside.

Once you grab the Red Armor from its lava island, a Vore and a pair of Scrags materialize above you (in area 1). Take up a defensive position in 2 and wait for the fuss to die down. The Vore is especially easy to kill from 2—cower behind the wall and strafe him with rockets.

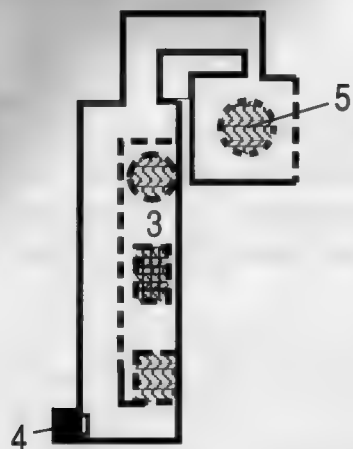
Use the Ring of Shadows in 4 to dash down the hallway toward 5, blowing away anything that's blind to your presence. Use the Green Armor room to foil the otherwise impeccable guidance system in the Vore's spikeball.

In 8, step on the Quake switch before you snatch the Quad Damage rune. Then run through the Silver Key door, primed to crash a huge party of lesser losers in 9a-c.

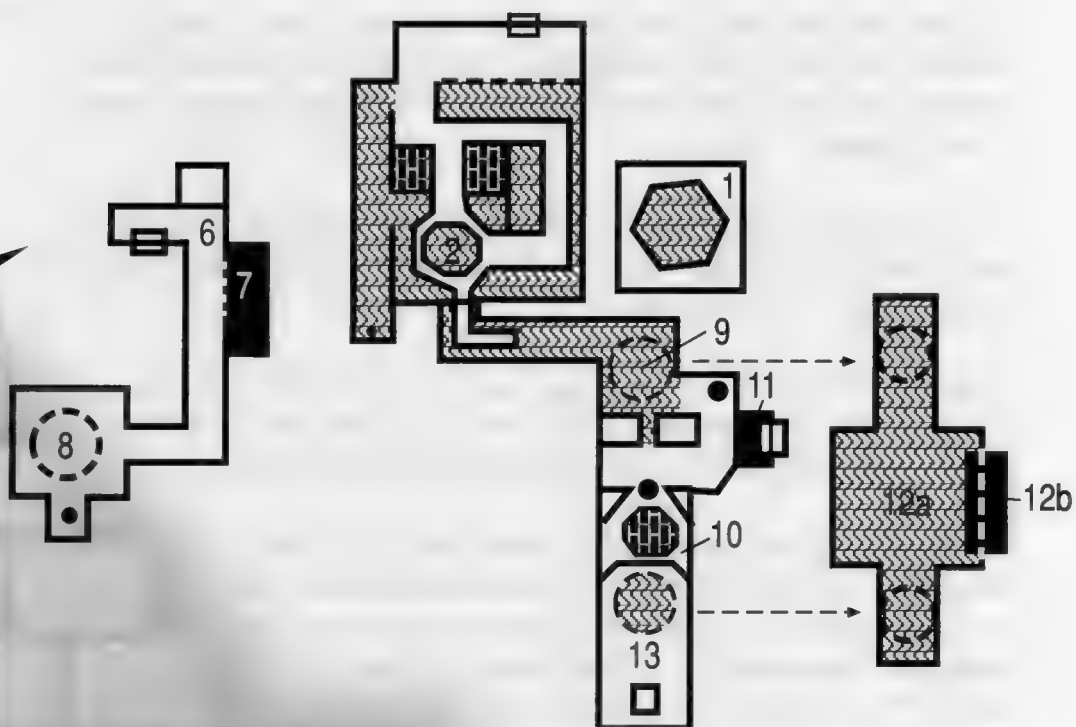
From 10, quickly look down at the floor on the left side of the towering column (area 12). You want to land on that Quake switch. Hitting this switch is the only way to open the gate that leads to 13.

Completing the sequence of floor switches in 15 drops the bars that block your entrance into 16 and unleashes a pair of Ogres from a pen in the left wall. To defuse this trap, step on the switches in the reverse order you encounter them. Step on the last switch and backpedal toward 14, banking Grenades around corners as you bravely turn tail and flee.

Episode 4



- T Trap
- Switch
- SECRET Area
- ▨ Water
- ▩ Hazard
- ▧ Wall
- Door






Mission 1: The Sewage System

Welcome to Episode 4, and let's hope you brought your lung capacity. In Mission 1 our hero seldom dries out, as the layout is full of underwater tunnels ready to befuddle the unwary. Fortunately, the only things in the way of opposition are Grunts and Enforcers, and you'll find plenty of shells to be had with them in mind.

Mission 1: The Sewage System At-a-Glance (E4M1)

- | | |
|--|---|
| 1. Shotgun Shells | 9. Health, Flechettes |
| 2. Shotgun Shells, Health | 10. Health, Flechettes, Biosuit, switch |
| 3. Health, Shotgun Shells, Flechettes | 11. Secret Area. Flechettes |
| 4. Secret Area. Quad Damage Rune, Yellow Armor | 12a. Health |
| 5. Gold Key, Nailgun, Health, Flechettes, Shotgun Shells | 12b. Secret Area. Shotgun Shells, Health |
| 6. Health, Flechettes | 13. Flechettes, Slipgate |
| 7. Secret Area. Quad Damage Rune, Megahealth | |
| 8. Shotgun Shells, Health, Flechettes | |

Highlights:

-  Four Secret Areas
-  Multiple Exploding Boxes
-  Underwater Enforcer Dueling

Secret Areas

Ride the lift to the walkway above room 3, and notice an irregular panel in the wall where the walkway makes its first right turn. Shooting the wall reveals a small chamber with Yellow Armor and a Quad Damage rune (4).

To get to the ledge adjoining the long hallway (6), use the rise of the floor as a ramp to leap up and bonk your head on the light fixture above. The wall slides away nearby to allow access to 7.

In room 10, where you acquire the Biosuit, look above the doorway for a switch to shoot. Doing so opens up a small alcove (11) in the hallway outside, disclosing Flechettes and a Teleporter. Taking the trip leaves you outside the Gold Door.

Once you've disposed of the underwater Enforcers in room 12a, surface on their side of the room to locate a Secret Area with Shotgun Shells and Health (12b).

Tactical Notes

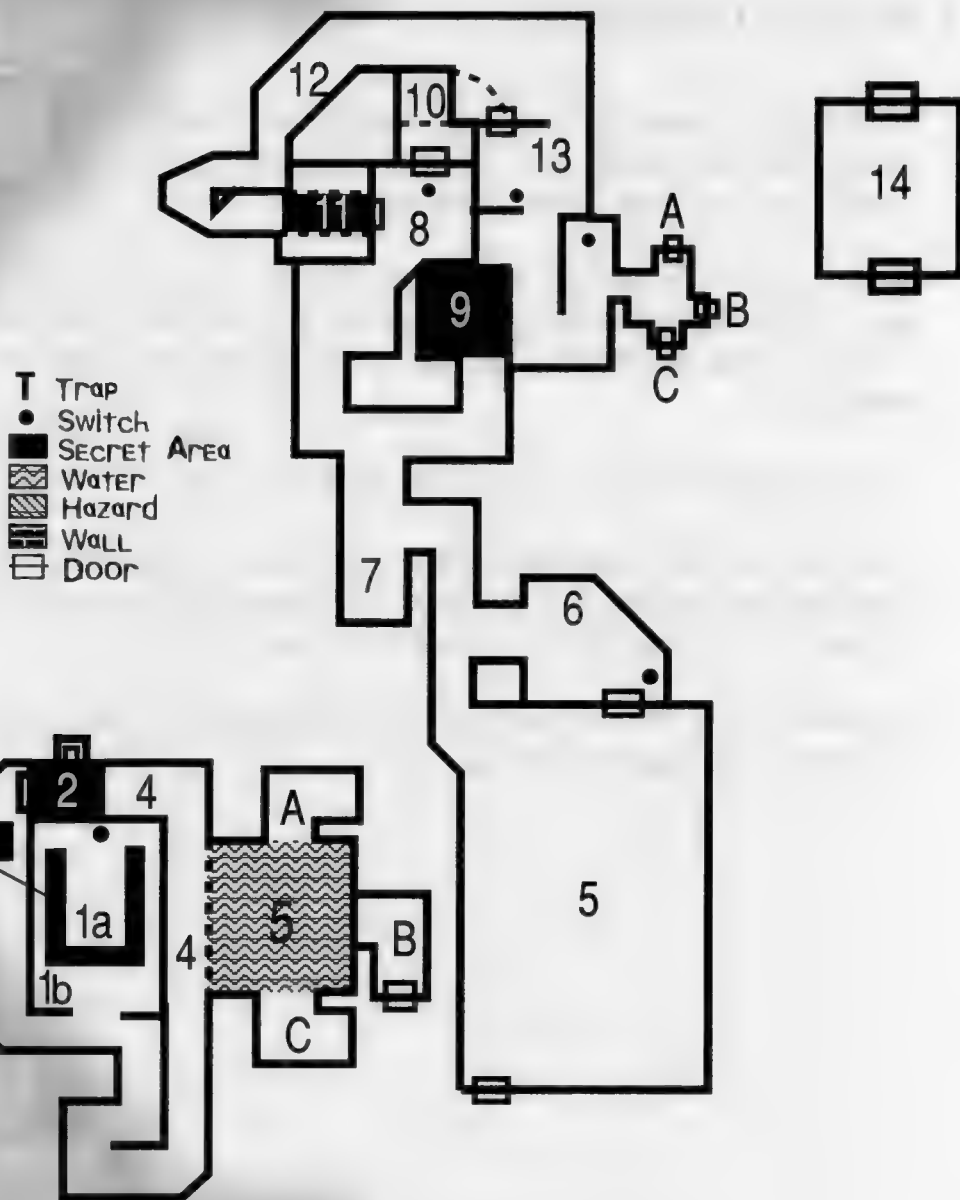
Jump from the mission's starting room to the room below, and tread water while you dispose of the local Grunts and Enforcers. Taking up a position in one of the corners works best.

When you ride the lift up to the walkway above room 3, clear the walkway before dealing with the enemies below. Shooting the boxes down there can be quite effective, as long as the crowd has been properly stirred up.

Use the goodies in room 4 to properly clean out room 5.

Through the Gold Door, watch out for the Enforcer sniping from a ledge high on your left, and be careful when you round the corner in the hallway. A room full of Rottweilers will open behind you.

It's easiest to kill the bad guys near the final Slipgate, in room 13, from the elevated vantage point of room 10.






Mission 2: The Tower of Despair

After slogging through a high-tech sewer system, this second mission revives *Quake*'s ever-popular Dungeon motif. The action begins with Knight-to-Shotgun combat and quickly escalates into an armed conflict with a Shambler and a party of Vores. If you got bored with pegging these three-legged freaks at long range in Episode 3, you get your chance now to rip them to shreds up close and personal.

Mission 2: The Tower of Despair At-a-Glance (E4M2)

- | | |
|--|--|
| 1a. Start: Megahealth, Shotgun Shells | 9. Secret Area. Megahealth, Health, Flechette, Quad Damage Rune, Yellow Armor, Silver Key, Megahealth |
| 1b. Secret Area. Double-barreled Shotgun, Shotgun Shells | 10. Health, Flechette |
| 2. Secret Area. Flechette, Ring of Shadows | 11. Secret Area. Health, Shotgun Shells |
| 3. Secret Area. Green Armor, Flechette | 12. Health, Shotgun Shells |
| 4. Health, Shotgun Shells | 13. Flechette |
| 5. Health, Shotgun Shells, Double-barreled Shotgun, Pentagram of Protection, Flechette | 14. End |
| 6. Health, Shotgun Shells, Switch giving access to Pentagram in 5 | |
| 7. Quad Damage Rune, Health, Flechette | |
| 8. Health, Flechette, Shotgun Shells | |

Highlights:

-  Five Secret Areas
-  Rippin' Vores Limb from Limb, Quadruple-Time
-  Olympic "Caliber" Balance Beam Competition

Secret Areas

From the start, drop down the hole and shoot the red disk. Run up to the wall and press the sword switch. You now have free access to your double-barreled buddy in the corner, area 1b.

To get to 2, turn right when you leave 1a and proceed to the end of the hallway. Shoot the off-colored patch of wall to gain access to a Ring of Shadows.

While in 2, let the door seal you in. Then squirm into the niche to the right of the doorway. Pressing the sword switch temporarily opens a pit in the hallway outside 2. Be quick about escaping 2 (shoot the wall) and dropping into the pit. Welcome to 3, the beams above 1a and 1b.

In 8, participate in the balance beam competition. Once at the top of the beams (the same level as the Health box), turn right (away from the red disk) to get to 9. Jump onto the Megahealth to get the Secret Area message.

From the Ogre's platform in 8, shoot the large red disk to open it. Take a running leap into the tunnel, and ride the lift up to 10. Turn right at the sword switch and shoot the far wall. A panel slides away, giving you access to the Ogre ledges in 11.

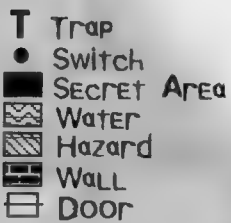
Tactical Notes

We recommend you save the Megahealth in 1a and the Ring of Shadows in 2 to attack the Shambler in 5. Your ring will probably be worn out by the time you flatten this furry abomination. Use the lift in 6 to grab the Pentagram of Protection and Nailgun above 5. The Pentagram, along with the Quad Damage rune in 7, are two great tools for vanquishing all the enemies in 7 and 8.

Use the Quad Damage rune and Megahealth in 9 to mow down the baddies en route to the enemies on platforms A, B, and C. If the Vore isn't on his ledge (B), most likely he stumbled through his Slipgate and waits for you on the platform in 8.

To defuse the spiked doorway trap in 11, poke your nose between the spikes and leap back. The trap stays shut for a few moments, allowing you to jump through the opening between the bars. Don't try to kill any monsters by luring them through the spikes—they don't set off the trap.

To weaken, or even kill, the Vore and Death Knights in 12, stir them up from above. They love to fight each other, and often times only one half-alive Death Knight survives to endure your wrath.






Mission 3: The Elder God Shrine

The Shrine of the Elder God could use a little defiling, and luckily you'll find plenty of goodies herein for just that purpose. Flechettes and Quad Damage runes appear in abundance, as do the monsters. What a combo.

Mission 3: The Elder God Shrine At-a-Glance (E4M3)

1. Health
2. Flechettes, Megahealth
3. Flechettes, Shotgun Shells, Quad Damage Rune
4. Health, Flechettes, Shotgun Shells, Green Armor
5. Health, Flechettes, Shotgun Shells
6. Grenade Launcher, Grenades, Megahealth, Quad Damage Rune
7. Flechettes, Health, Grenades, Quad Damage Rune
8. Grenades
9. **Secret Area.** Health
10. **Secret Area.** Green Armor, Shotgun Shells, Grenades, Double-barreled Shotgun, Quad Damage Rune
11. **Secret Area.** Red Armor, Grenades, Health
12. Grenades
13. Flechettes, Shotgun Shells, Megahealth
14. Grenades, Yellow Armor, Health, Ring of Shadows
15. Shotgun Shells
16. Lava Trap, Grenades, Health, Silver Key
17. Health, Gold Key, Quad Damage Rune
18. Exit

Highlights:

-  Three Secret Areas
-  Graveyard Zombie Battle
-  Three Quad Damage Runes

Secret Areas

On the ledge in room 7, near the Silver Door, you can step behind either of the narrow stained-glass windows (9) for Health. Whichever one you enter first will give the Secret Area message.

In the large area of 10, pressing the switch on the wall lowers the floor, depositing you in a Secret Area stocked with valuable prizes.

From the lowered area of 10, step on the central lift and then step quickly back off, before it carries you up. Beneath the lift you'll discover a Teleporter, which deposits you on the platform (11) above room 7.

Tactical Notes

Save the Quad Damage rune in area 3 until you need it, most likely when you venture into 5, where Scrags, Fiends and Ogres attempt to have their way with you.

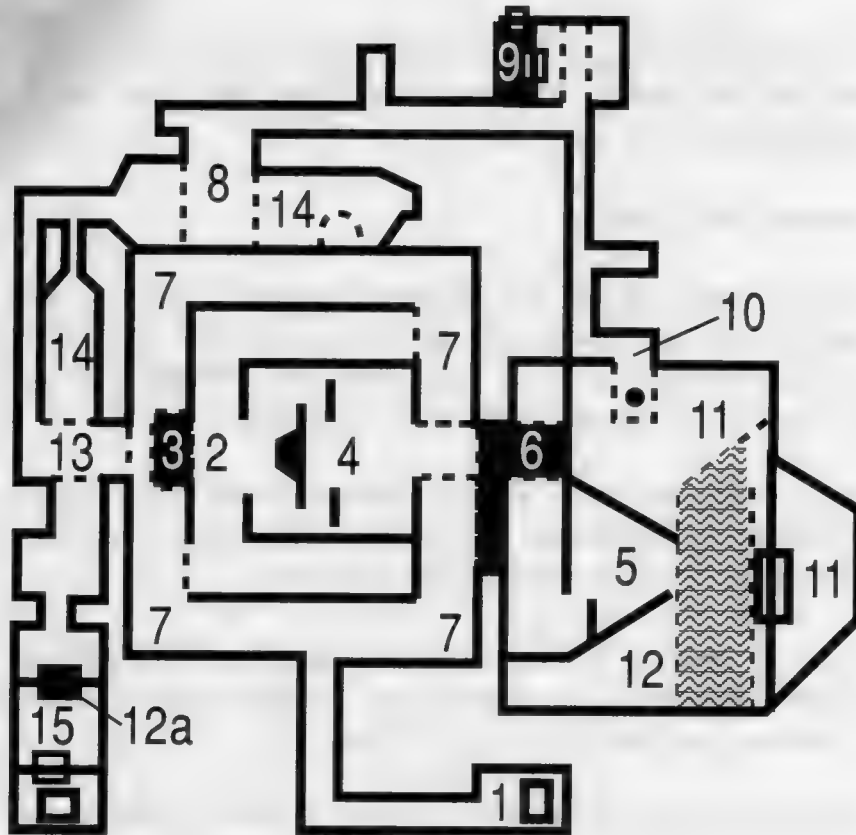
Dispense Nails liberally.

When you swim through the underwater passage to the graveyard (6), leap out of the water and enter the first area on your right to locate the Grenade Launcher you need. If you jump back into the pool, most of the Zombie populace will come over to investigate.

Gain the ledge in room 7 quickly, and activate the Quad Damage rune you find there. Scrags soon begin to pour from behind the stained-glass windows, while Fiends patrol the area below.

When you grab the Yellow Armor near 14, the wall drops and a Fiend and several Zombies stage an ambush. The lights won't go back on until you've won the battle in decisive fashion.

When claiming the Silver Key from area 16, activate the moving floor trap and let it retract entirely into the wall. When it starts to come out again, run down and grab the Silver Key, turn and run back. You may have to leap at the last minute to avoid sucking lava.



- T Trap
- Switch
- SECRET Area
- ▨ Water
- ▧ Hazard
- Wall
- Door

Mission 4: The Palace of Hate




If you've spent any time at all in this palace, you'll quickly realize that there are many, many routes through. The path we chose isn't the most efficient one; rather it maximizes the time you spend under the influence of magical power-ups, and lets you see all the sights while efficiently managing your armor and ammo resources.

In the Hard setting, a total of five Shamblers beg to be toppled. More than any other monster in this mission, they love to run wild. If you reach the end of the mission and your Shambler body count is fewer than five... well, get out your Supernailgun and enjoy the hunt.

Mission 4: The Palace of Hate At-a-Glance (E4M4)

- | | |
|---|---|
| 1. Megahealth, Double-barreled Shotgun, Shotgun Shells | 11. Rockets, Megahealth, Health, Flechettes, Supernailgun |
| 2. Health, Shotgun Shells, Flechettes | 12. Silver Key, Pentagram of Protection, Health, Shotgun Shells |
| 3. Secret Area. Pentagram of Protection, Flechette | 12a. Secret Area. Ring of Shadows, Health |
| 4. Secret Area. Grenade Launcher, Healing Pool, Shotgun Shells, Flechettes, Rockets, Heath | 13. Flechette, Rockets, Health, Shotgun Shells |
| 5. Shotgun Shells, Flechette, Health, (you can acquire the Supernailgun in 11 from here) | 14. Green Armor, Health, Flechettes, Shotgun Shells, Rockets |
| 6. Secret Area. Red Armor | 15. End, Flechette, Green Armor |
| 7. Flechettes, Health, Shotgun Shells, Green Armor | |
| 8. Shotgun shells, Health, Nailgun, Flechettes | |
| 9. Secret Area. Quad Damage Rune | |
| 10. Grenade Launcher, Ring of Shadows | |

Highlights:

-  Five Healthful Secret Areas
-  One Explosive Slipgate Shortcut
-  Five Shamblers vs. Two Pentagrams of Protection

Secret Areas

In area 2, stand in front of the entrance to 4 and shoot at the sunny sword-switch symbol at the crest of the arch. The red disk opposite the archway opens, revealing area 3.

Dawdle around in the Grenade Launcher pool in 4 to receive a fabulous Health boost. A message will flash when you've exhausted the pool's healing power.

In the dark passage of area 4, note the lit rectangle. It's a lift that takes you to 7. Step on the edge of the lift and quickly jump off. Dash under the platform and follow the passage to the Red Armor. The floor switch slides part of the stairway back, providing you an easy escape.

When area 8 comes to a T, turn left and grab the Flechettes to set off a Knight/Fiend attack. When the Knights from the left platform are dead, step onto their platform and ride up. Drop down into the pit (area 9) for a Quad Damage rune. The Slipgate zaps you to 10.

Use the Slipgate in 12 to get to 12a. Drop a Grenade into the hole under the Slipgate, stand on it, and jump when the Grenade detonates. If you can't get the Grenade in the hole, you can cheat and give yourself a Rocket Launcher. Stand under the Slipgate, point the Rocket Launcher at the ground, then simultaneously fire and jump.

Tactical Notes

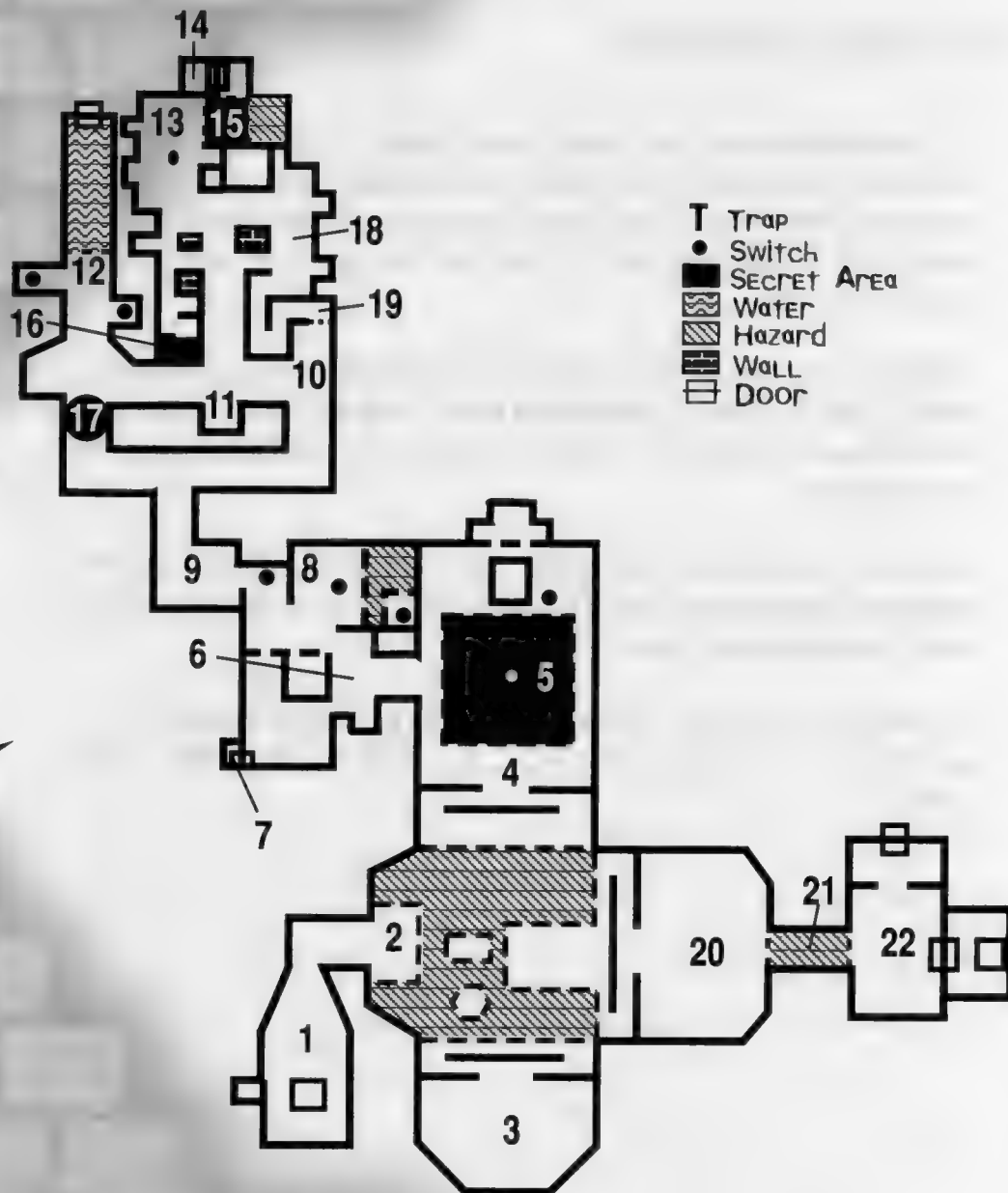
To maximizing your time under the influence of the Pentagon in 3, we suggest you quickly take down the Shambler in 5, dive into 11, leap onto the left plank, grab the Supernailgun, then return to the safety of 5. If you're in the Hard setting, you've only four more Shamblers to go...

While in 7, if you don't immediately kill the Shamblers in 8 and 13, they'll drop from their bridges and hunt you down. In fact, the lack of natural barriers allows all of the monsters to roam freely. Be prepared for anything.

To defuse the guillotine trap in 10, stick your neck out and snap it back before the blade falls. Once it's down, crowd up next to the blade and dash through when it raises.

To access 12, stand on the switch in 10 to get the far plank in 11 moving. Get on the platform in 11, then walk the far plank and leap into 12.

Episode 4






Mission 5: Hell's Atrium

The sprawling environs of “Hell’s Atrium,” and the merciless combat you’ll experience on your visit, let you know that *Quake* is hurtling toward its climax. As a bonus, this mission contains one of the trickiest tricks in the whole game. Even when you know it’s coming, it’s still tricky. And if you don’t know, you’ll inadvertently seal the entrance to Episode 4’s Secret Mission, and never be the wiser...

Mission 5: Hell's Atrium At-a-Glance (E4M5)

- | | |
|--|--|
| 1. Megahealth, Flechettes | 14. Lift |
| 2. Flechettes, Grenades | 15. Secret Area. Cells, Yellow Armor, Pentagram of Protection |
| 3. Gold Key, Flechettes, Grenades, Health | 16. Secret Area. Cells, Health |
| 4. Health, Shotgun Shells | 17. Secret Area. Cells |
| 5. Secret Area. Health, Megahealth, Cells, Flechettes, Quad Damage Rune | 18. Flechettes, Health, Grenades |
| 6. Supernailgun, Grenades, Flechettes, Health | 19. Cells, Health, Silver Key |
| 7. Grenades, Ring of Shadows | 20. Health, Ring of Shadows, Grenades, Green Armor, Quad Damage Rune |
| 8. Pentagram of Protection | 21. Flechettes, Lava Leap |
| 9. Ring of Shadows, Quad Damage Rune, Grenades, Health | 22. Silver Key door; Entrance to Secret Mission: The Nameless City |
| 10. Health, Flechettes | |
| 11. Health, Flechettes, Grenades, Shotgun Shells, Thunderbolt | |
| 12. Grenades, Flechettes, Green Armor, Cells, Quad Damage Rune | |
| 13. Flechettes, Grenades, Quad Damage Rune | |

Highlights:

-  Four Secret Areas
-  Big Bunches of Bad Guys
-  Entrance to Secret Mission

Secret Areas

To reach the large room 5 above room 4, stand on the floorplate and ride the lift that lowers. Shoot the switch near the doorway to 5 and a platform rises from the floor for ease of access.

In the area 13, step on the floorplate to open the nearby alcoves, unleashing Zombies. Shoot the wall in room 14 and ride the lift up. Jump into the slime pool, after bombing it clean, to claim your secretive stash in 15.

Following the ledge around the room from area 13, you'll see an opening high on the wall near where you first entered at ground level. Gather Cells and Health in room 16.

From room 16, jump out and gain the top of the huge beams that span the hallway. You can leap along the peaks of the beams to locate another Secret Area; 17. When you reach the beam nearest the halls' intersection, allow yourself to slide slowly to the left from that last peak, and leap to the beam around the corner for more Cells.

Tactical Notes

Walk backwards from room 1 as you approach the hallway, and you'll be better prepared to deal with the Death Knights that rush from the hidden room to your right.

In room 3, when you grab the Gold Key, several Spawns arrive via teleport. Let them leap in your direction, and charge between them, out the door and back into area 2. Access the octagonal lift, and slay any Spawns that follow you from that elevation. If you can still hear Spawns, bomb the hallway leading to room 3.

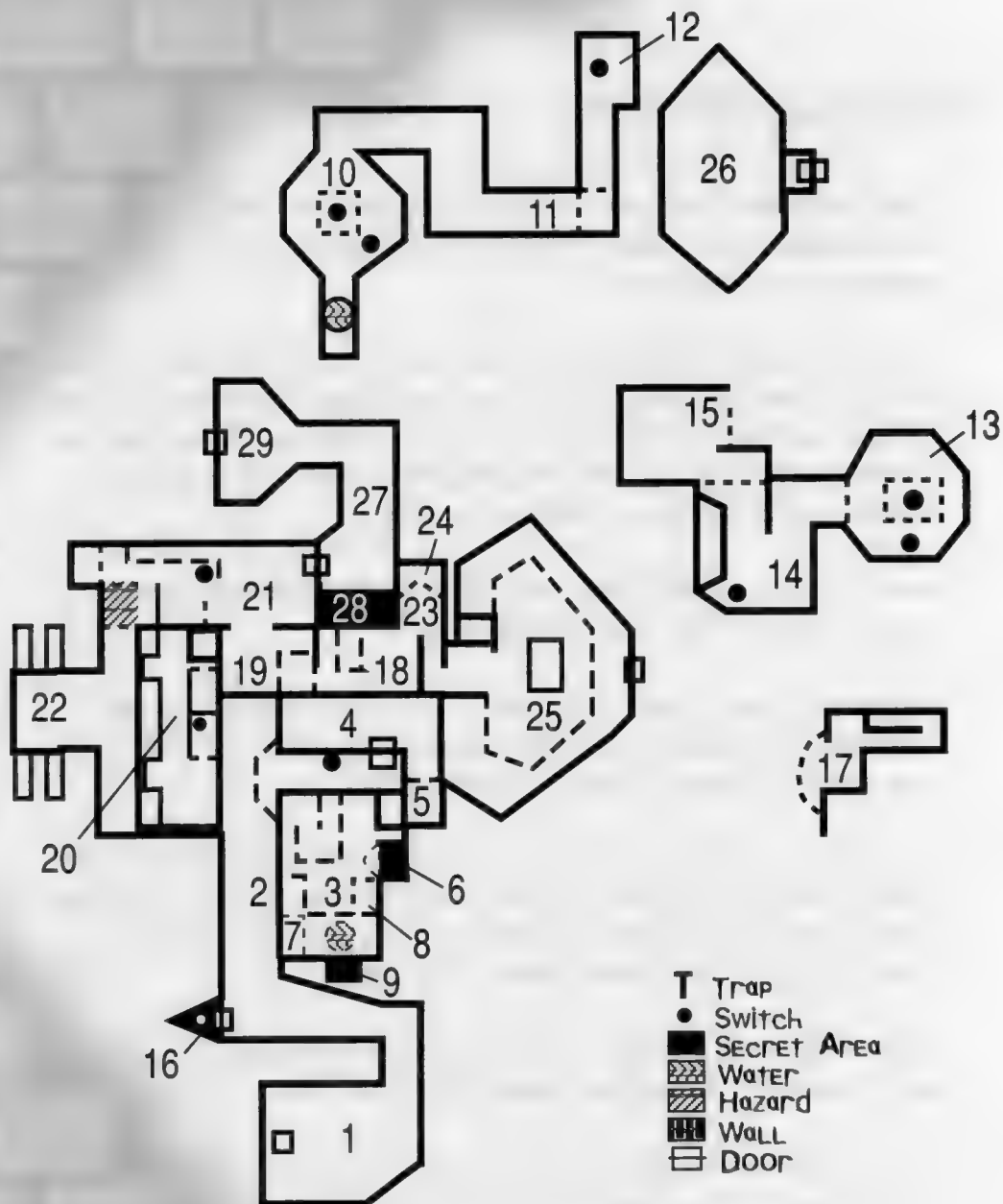
In room 5, be ready for crushing ceilings and a Vore ambush when you go to claim the treasure in the red rooms.

To open the Vore's room (7), shoot the window encircled in light. Dispatch the Vore along with the rest of the bad guys when you activate the Pentagram of Protection from area 8.

Use the Ring of Shadows in the Vore's room (7) to gain the area of 9 without attracting attention. There's a Quad Damage rune there you'll need to apply quickly and effectively to clear out those hallways. They're loaded with Fiends, Spawns, and Zombies.

If you hustle, you can put the Quad Damage rune found beneath the water in area 12 to good use beyond the Silver Door, in room 20.

If you use the Silver Key on the lock you find in room 20, you'll seal the entrance to this Episode's Secret Mission. Instead, hopscotch across the lava by jumping to the top of the pilings in the pit, and gain the other side of the short hallway in that fashion. A Vore waits out of sight, to your right, while the true Silver Door, concealing the Secret Mission entrance, sits on the left.






Secret Mission: The Nameless City

You'll think up plenty of appropriate monikers for the Nameless City—few of which would be suitable for publication—while you trudge its gloomy halls. Play it conservative with the ammo, or there's just no way you'll get through the end of the mission without cheating your brains out. You'll find a Quad Damage rune and a Pentagram of Protection just about right where you need them, but if you burn them for anything but the intended purpose, life gets ugly in a big hurry.

Secret Mission: The Nameless City At-a-Glance (E4M8)

- | | |
|--|--|
| 1. Health, Megahealth, Shotgun Shells, Cells | 20. Shotgun Shells, Grenades, Flechettes, Pentagram of Protection |
| 2. Health, Flechettes | 21. Silver Door, Health |
| 3. Shotgun Shells, Health | 22. Green Armor, Shotgun Shells, Health, Flechettes, Grenades, Thunderbolt |
| 4. Health, Grenades | 23. Health |
| 5. Health | 24. Fiend Ambush |
| 6. Secret Area. Red Armor | 25. Health, Shotgun Shells, Flechettes, Cells, Quad Damage rune |
| 7. Health, Shotgun Shells | 26. Silver Key, Health, Shotgun Shells, Flechettes, Grenades |
| 8. Health, Flechettes, Cells, Shotgun Shells | 27. Flechettes, Shotgun Shells |
| 9. Secret Area. Health, Cells, Quad Damage Rune | 28. Secret Area. Megahealth |
| 10. Green Armor, Shotgun Shells | 29. Grenades, Mission Exit |
| 11. Shotgun Shells, Cells | |
| 12. Flechettes, Health, Grenades | |
| 13. Health | |
| 14. Health, Grenades | |
| 15. Gold Key | |
| 16. Secret Area. Flechettes, Health | |
| 17. Shotgun Shells, Health | |
| 18. Ogre's Ledge | |
| 19. Vore Ambush | |

Highlights:

-  Four Secret Areas
-  The Thunderbolt
-  Sealed Room of Death

Secret Areas

The first Secret Area is the ledge you can see from room 3. To reach it, you must first leap into the hallway from 3 and press the switch high on the wall. In the area down the hall that opens, you'll discover a lift up to room 5. In room 5 lives a Shambler, guarding a hole in the floor that drops you on the secretive ledge (6).

From area 3, before you jump to the bottom of the well, put your back to one of the walls and look about halfway down the hole. You'll be able to clearly see some treasure on a ledge about halfway down, which you can reach by jumping from the opposite side of the well and continuing to press the forward button as you fall.

The area behind the Gold Door is a Secret one. The Gold Door is on the hallway between areas 1 and 2.

Beyond the Silver Door, you can reach the area below the wooden planking (28) by dropping through the triangular corner.

Tactical Notes

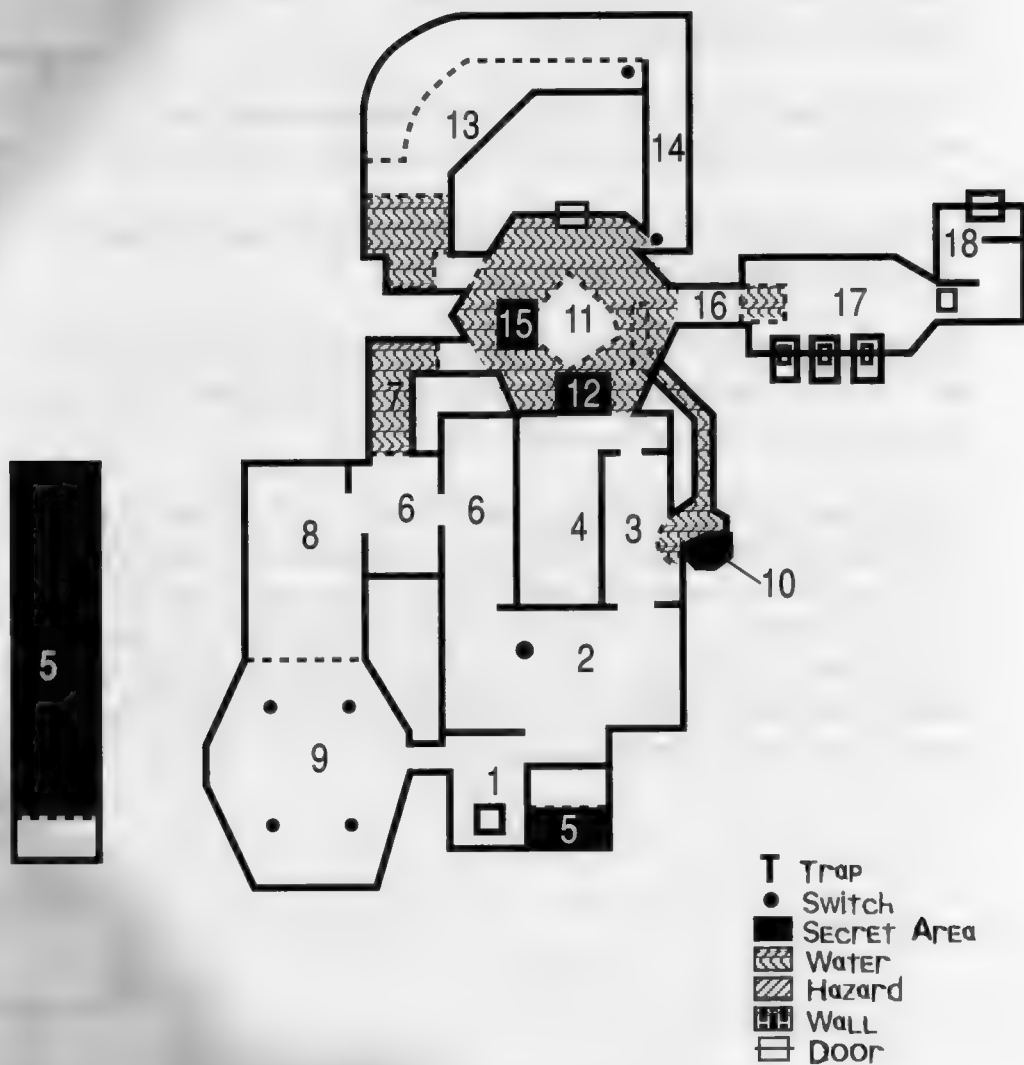
From the inner lip of the well, you can shoot the wall to open a small room (8) with valuable treasure.

At the bottom of the well, explore the hallways nearby, and step on the floorplate at 12, before dropping down inside the wooden cage.

You have to shoot one of those red wall switches to escape from the cage when the Zombies stage their ambush.

Speaking of Zombie ambushes, another occurs when you venture near the Green Armor in area 22. The area seals off, and flesh-flingers do their thing from the nearby niches.

It's essential to bring the Pentagon of Protection from area 20 and the Quad Damage rune from 25 when you hop through the Teleporter in 25. Room 26 is a nasty sealed room where every enemy must be killed to open the exit; a nearby Teleporter keeping company with the Silver Key. In room 26, the second wave of enemies teleports in, one after the other, in the center of the room. If you target the central podium, you have a pretty good chance of escaping alive.






Mission 6: The Pain Maze

You start out with a Megahealth and a Quad Damage rune, and things only get better from there—that is, if you like pain. During your adventure in this maze you'll defile two demonic alters and waste a loads of Vores, Death Knights, and Spawns—with the help of a Pentagram of Protection and two Quad Damage runes.

Mission 6: The Pain Maze At-a-Glance (E4M6)

- | | |
|---|---|
| 1. Quad Damage Rune, Megahealth | 12. Secret Area. Red Armor, Cell |
| 2. Shotgun Shells, Health, Cells | 13. Shotgun Shells, Flechette, Health, Yellow Armor; Rockets, Ring of Shadows |
| 3. Water pool, Fiend/Spawn trap | 14. Rockets, Biosuit |
| 4. Health, Flechettes, Shotgun Shells, Cells, Unholy Altar, Silver Key | 15. Secret Area. Pentagram of Protection, Rockets, Cells |
| 5. Secret Area. Flechette, Cell Rockets | 16. Flechette, Rockets |
| 6. Green Armor, Cell; Flechette, Rockets | 17. Quad Damage Rune, Flechette, Health, Shotgun Shells, Cell, Unholy Altar, Megahealth |
| 7. Health, Flechette | 18. End |
| 8. Trap; Shotgun Shells, Rockets, Health, Cell, 4-Switch Sequence | |
| 9. Gold Key | |
| 10. Secret Area. Thunderbolt, Health, Biosuit, Rockets | |
| 11. (Below Water) Flechette, Biosuit, Ring of Shadows, Shotgun Shells, Health, Cells; (Above Water) Rockets, Flechettes, Shotgun Shells, Quad Damage Rune; Rocket Launcher (acquired from 14) | |

Highlights:

-  An Awesome Foursome of Secret Areas
-  Re-"Spawn"ing Monsters
-  Completing Your Arsenal with the Famed Rocket Launcher

Secret Areas

In 2, hit the obviously protruding switch on the pillar closest to 1. A blue window in the far wall slides away, revealing a passageway. Jump in and ride the lift up to access area 5.

Dive into the pool in 3. Look up before you start any serious swimming. Do a 180-degree turn before ascending into the lighted area. A pair of Spawns cower between you and a sporting cache of goods.

In 11, get up on the wooden beams and work your way toward the Red Armor platform. Stand against the wall, look up, and shoot the dome in the center of the ceiling. The beam you're standing on rises above the Red Armor platform. Drop off the beam to claim your prizes.

In the water of 11, face the center structure. Drop below the surface directly in front of the Gold Key switch. Shoot greenish wall and it slides away to reveal a Pentagram of Protection and other valuable supplies.

Tactical Notes

Grab your power-ups in 1 and dispense gangland justice to your enemies in areas 2, 3, and 4. Killing the troop of Spawn commandos in 3 (that appear after you slay the Fiends) can be painless. First secure 4, then run into 3, stir up the Spawns and dash back to lift in 4. Take potshots at those fool enough to follow.

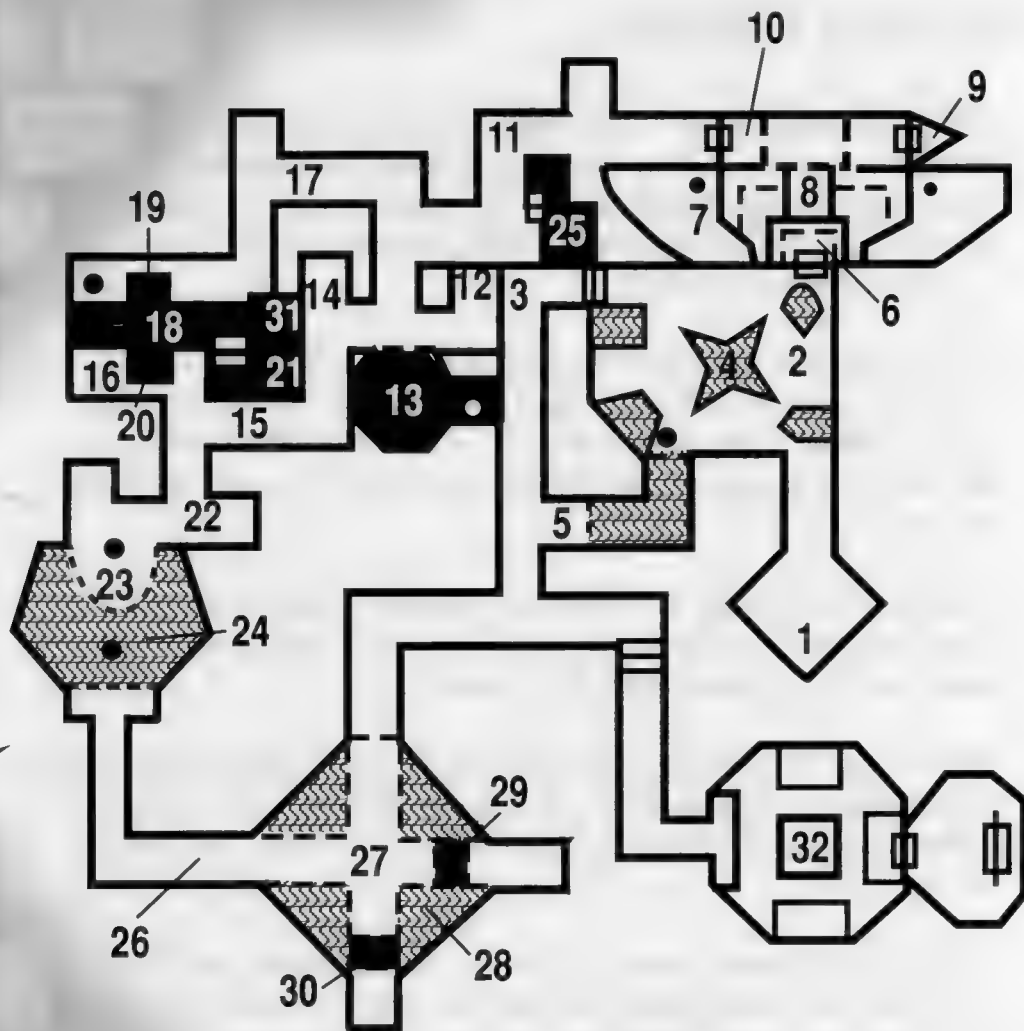
The trap in area 8 activates as soon as you step out of the lighted area toward 9. To defuse the trap, stand at the edge of the circle of light and lob Grenade after Grenade over the far ledge. Then run up to the edge of 9 and waste the remaining Spawns before you get shoved into their pit.

The first time through 11, we found it easiest to pick off the perched Death Knights from the water. They have a terrible time targeting you when you keep dipping below the surface.

Areas 2 and 11 sport two waves of bad guys each. In area 2, the second team comes out to play when you complete the sequence of events in 8 and 9. In area 11, the second group arrives as soon as you grab the rockets in 14.

Use the Quad Damage rune in 11 on the Fiends, Vores, and Spawns in 13. Take Quad Damage rune and dash through the Silver Key gate. Dive down, turn right, splash up the ramp, and press your advantage until all's quiet.

Use the Ring of Shadows in 11 and the Pentagram in 15 to blast the baddies in 17 and 18. If you don't have the Pentagram, or it runs out prematurely, think about cowering in the turgid water and lobbing Grenades into 17 to thin out the Spawn population.



- T Trap
- Switch
- SECRET Area
- ▧ Water
- ▨ Hazard
- ▩ Wall
- ⊞ Door




Mission 7: Azure Agony

One last mission to go before the big showdown, and it's a doozy. "Azure Agony" pretty much pulls out all the stops, as Vores, Shamblers and Death Knights become almost commonplace, and anytime a Spawn isn't bouncing in your direction, you feel like you should pause and give thanks. Fortunately, with all the Secret Areas disclosed, you'll also have plenty of goodies on hand to turn the tide. The final Rune Key awaits.

Mission 7: Azure Agony At-a-Glance (E4M7)

- | | |
|--|---|
| 1. Megahealth | 19. Secret Area. Grenades |
| 2. Health | 20. Secret Area. Grenades |
| 3. Flechettes | 21. Secret Area. Cells, Health, Quad Damage Rune |
| 4. Grenades, Flechettes, Health, Cells, Yellow Armor | 22. Shotgun Shells |
| 5. Flechettes | 23. Ceiling Switch |
| 6. Grenades | 24. Health, Quad Damage Rune, Switch |
| 7. Flechettes, Cells | 25. Secret Area. Cells, Grenades |
| 8. Quad Damage Rune, Health | 26. Vore |
| 9. Shotgun Shells, Flechettes, Health, Ring of Shadows, Cells | 27. Silver Key, Pentagram of Protection, Quad Damage Rune |
| 10. Green Armor | 28. Flechettes, Health, Grenades |
| 11. Flechettes, Grenades, Shotgun Shells, Health, Biosuit | 29. Secret Area. Grenades |
| 12. Health, Quad Damage Rune | 30. Secret Area. Teleporter |
| 13. Secret Area. Red Armor, Grenades, Cells, Flechettes | 31. Secret Area. Megahealth |
| 14. Flechettes | 32. Megahealth, Quad Damage Rune, Cells, Rune Key |
| 15. Flechettes, Health | |
| 16. Health, Shotgun Shells, Flechettes, Switch | |
| 17. Flechettes | |
| 18. Secret Area. Health, Grenades, Cells, Flechettes, Shotgun Shells, Ring of Shadows | |

Highlights:

-  Nine Secret Areas
-  Plenty of Power-Ups
-  End-of-the-Episode Mayhem

Secret Areas

To claim the Red Armor you can see in room 13, grab the Biosuit and then make a play for the Quad Damage rune in area 12. Once in the slime pit below, buttonhook around the corner to your right to spy a Teleporter (Not the obvious one you see when you first hit the slime). The second Teleporter takes you to the Red Armor room.

To access the ledge where you can see the Vore (18), shoot the switch beneath the stairs in area 16.

Secret Areas 19 and 20 are two small compartments on either side of Secret Area 18. Shoot the walls for access.

Secret Area 21 is also accessible from 18. Shoot the wall ready for Vore trouble.

Beneath the water in area 24 is a switch that opens up area 25, featuring Fiends, Spawns, and other more interesting items.

Shoot the wall underwater in area 28, beneath the ledge where you found a Pentagram earlier, and room 29 opens to reveal Grenades.

Beneath the ledge where the Quad Damage rune rested above, shoot the wall and it slides to reveal a secretive Teleporter (30).

The Teleporter at 30 takes you to 31; the ledge where the Shambler and Spawns lived above 18.

Tactical Notes

As the mission starts, feint toward the hallway but step back quickly. A Shambler drops from the ceiling and marches off towards room 2 in front of you.

Clear the hallway in the area of 3 and 5 of Death Knights and Spawns before jumping into the water below room 2.

You have to leap to the ledges on the sides of room 6 to keep from falling immediately to the area below.

Watch for the walls to drop on either side of you as you approach the lift in area 8. Spawns and a Death Knight come out to play.

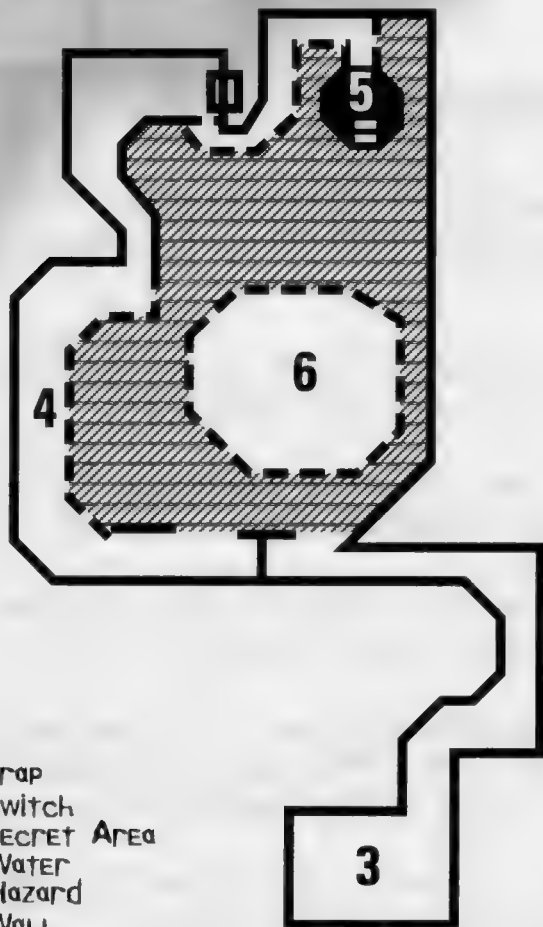
You can use the Ring of Shadows in room 9 to venture far down the hallways beyond the Green Armor. When the magic wears off, you can lead a hostile procession back to room 9, and show them the nifty nail trap...

When you reconfigure the stairs at area 16, stand on the bottom step and you'll avoid having to loop around for access.

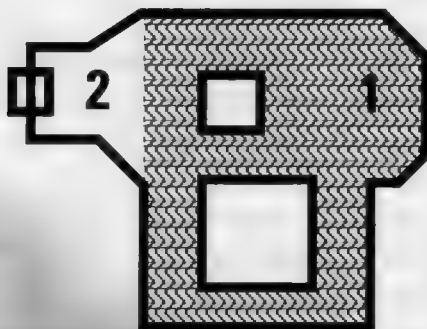
Before venturing up into area 18, lob a shell onto ledge 31, and detonate the Spawns.

In room 27, shoot the switch on the ceiling last (the other is in the center of the floor, beneath the water). That way, you'll be better prepared for the Vore that arrives.

Room 32 is the last room of the last Episode. Dispense every bit of ammo you have to dispose of the four crazily leaping Vores. You may eventually have to venture into the room while one or two are still alive, so don't save the game in a terribly precarious position.



- T Trap
- Switch
- Secret Area
- ▨ Water
- ▩ Hazard
- ▧ Wall
- Door



End:

Shub-Niggurath's Pit

Like a true crime boss, Shub-Niggurath herself doesn't soil her delicate tentacles with killing. Her minions do the dirty work for her. This has led her to fall prey to the deadly sin of Sloth. She can't run, she can't fight back.

The trick here isn't in killing Shubbie herself, rather it's surviving the gauntlet of fire en route to your date with destiny. If you don't kill all of her minions along the way, don't worry. When you kill Shubbie, all of her followers die of natural causes—sometimes monsters just explode. Even so, we've devised a method to pick off all of her protectors a pair at a time. It takes patience and a fair amount of environment savvy; but if it worked for us it should work for you, too.




So, how exactly do you kill Shub-Niggurath? The same way we all hate to die—telefragging. It's an ill-fitting, inglorious way to go, we know. But there it is.

When it's all over, you may find yourself sitting behind your large desk. You may ask yourself: Where do I go from here? The answer, my friend, is clear. Say it loud, say it proud: Deathmatch, Deathmatch, Deathmatch!

Shub-Niggurath's Pit At-a-Glance

- | | |
|---|---|
| 1. Shotgun Shells, Thunderbolt | 5. Secret Area. Quad Damage Rune |
| 2. Rockets, Shotgun Shells, Health, Double-barreled Shotgun, Flechette, Cells | 6. End |
| 3. Health, Rockets, Rocket Launcher, Supernailgun, Nailgun, Grenade Launcher, Flechette, Spiketrapp | |
| 4. Flechettes, Cells, Health, Nailgun trap, Rockets | |

Highlights:

-  Spikeball Telefragging
-  One Powerful-Strong Secret Area
-  Nasty Traps, Shamblers, and Vores

End

Secret Area

After you've run around (or through) the gauntlet in 4, stop just before the Slipgate and peer over the ledge. Drop onto the thin walkway and follow it to the Quad Damage rune in the small room, area 5. The Slipgate in 5 deposits you near where you stepped off of 4.

Tactical Notes

The Rotfish in 1 don't seem to notice or really attack you until you sink beneath the surface. Go under (alerting them to your presence), surface, then shoot the dorsal fins. Beware the flying Rotfish, however. With a little practice, you can enter into 2 with a high 80's health rating.

Once you down Shubbie's Shambler pal in 4, the wall before you drops. That's when the real fighting begins. Use your brains and the Pit's environment to your advantage. Take out the first wave of bad guys from the relative safety of 3 and 4. Then creep up to each nailtrap and Rocket the Vores (before they get you). Attacking a Vore usually sets a Shambler into action. Snuggle up against a nailtrap and let the Shambler come to you. He'll stand there and take it until he dies. Repeat the process until you're either out of nailtraps or out of monsters.

If that doesn't suit your style, or if you want to unleash the power of the mighty Quad Damage rune, try immediately dashing past all the enemies you see (and don't see) after you kill the first Shambler. The longer you stand your ground and do battle, the more bad guys that show up. Drop down to the ledge leading to area 5. Stand under the Slipgate in 4 and kill as bad guys as you can. Then grab the Quad Damage rune and make hay while the rune glows. Apply the tactics above to finish off any monsters that may remain.

There's only way to slay Shub-Niggurath—telefragging. The Spikeball that floated away from you when you materialized in 3 is your portal into the belly of the beast. Where ever that spikeball happens to be is where you'll teleport. When the spikeball slides into Shubbie, merely step through the Slipgate in 4. Victory is yours.

If you didn't kill all the bad guys in 4, it's safest to stand in front of the Slipgate in 5 to watch the spikeball. Wait for the spikeball to float past the Quad Damage room toward your prey. Before the spikeball slips into the crowned princess of vile, dash into the Slipgate in 5 and hit the ground running toward the Slipgate in 4. As you'll see, she can't believe she ate the whole thing.



Deathmatch Missions

As all hardcore Quakers know, perhaps the coolest components of the game are built around Deathmatch, with options far beyond any other 3D game currently on the market.

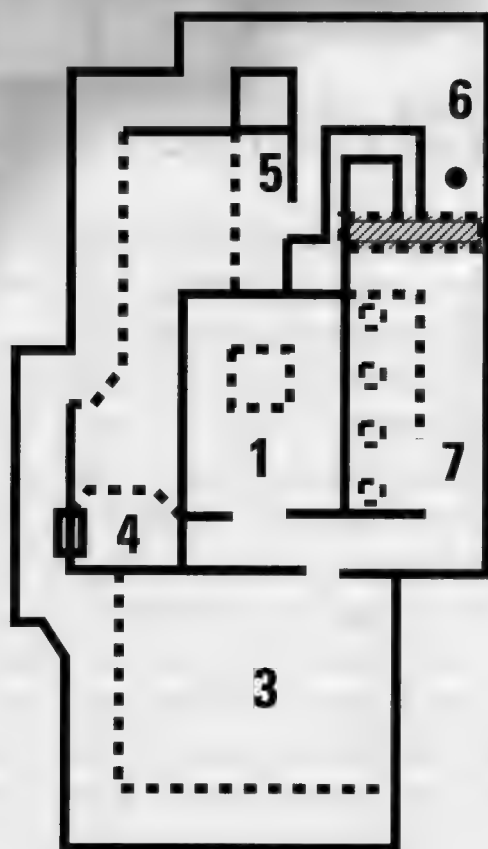
This section is a quick overview of the Deathmatch-specific levels included with the full-version release of *Quake*, complete, of course, with maps and a smattering of strategic insights.

You'll find that the majority of the Deathmatch arenas are best suited for two or three players, at the most, which is as it should be. The missions in the regular game episodes easily accommodate larger numbers of players, and though they can also work for one-on-one or team confrontations, sometimes the layouts are a bit too sprawling. With the Deathmatch levels, you're always in the vicinity of your opponent, which is why you're there in the first place.

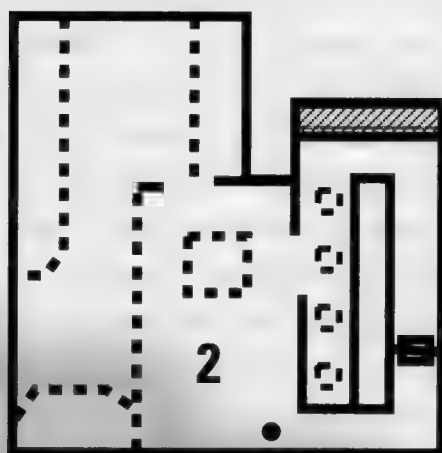
Just as knowing the layout of the regular episode missions greatly aids your ability to Deathmatch in them, knowing the layout of the levels in this section is often the greatest advantage you can have. Hopefully, you're also smart enough to know that you need to have some *Quake* time under your belt before jumping online and issuing Deathmatch challenges. The tactics that see you through the standard episode missions will serve you well when Deathmatching.

Past that, select these missions in Multiplayer mode and explore a little by yourself. Take a few minutes (or more) to get familiar with the location of the baddest weapons and power-ups, and check the layout for sneaky avenues of attack and escape, including the destinations of Teleporters.

Red Armor. . . Megahealth. . . Rocket Launcher. . .
Rock and roll.



- T Trap
- Switch
- SECRET Area
- ▨ Water
- ▩ Hazard
- ▧ Wall
- ⊞ Door



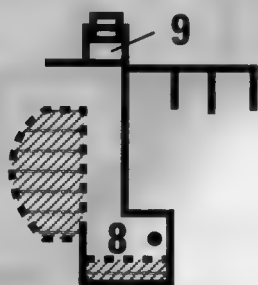
LOWER
LEVEL

Deathmatch 1: Place of Two Deaths

The first Deathmatch arena is an intriguing battleground obviously designed with one-on-one combat in mind. Even the larger rooms are somewhat cramped, with relatively few prime vantage points, and the Nailgun and Grenade Launcher are the top end of the weaponry. Notice that the teleporter near room 2 takes you right back upstairs—not a bad device for turning the tables in a hurry. You'll also have to be careful not to extend the ramp to the Yellow Armor when someone else is in a position to beat you to it.

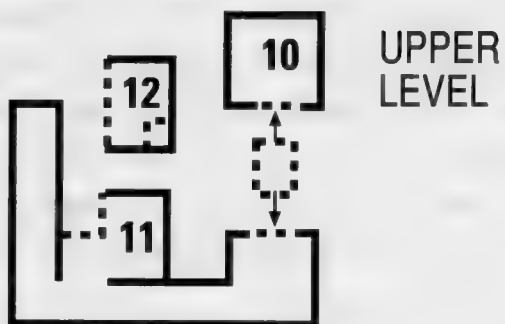
Deathmatch 1: Place of Two Deaths At-a-Glance (DM1)

- | | |
|--|---|
| 1. Double-barreled Shotgun,
Shotgun Shells, Health | 4. Megahealth (Secret Door) |
| 2. Green Armor, Flechettes, Switch,
Shotgun Shells, Health,
Teleporter to 1. | 5. Grenade Launcher |
| 3. Nailgun, Grenades, Shotgun
Shells, Health | 6. Nailgun, Flechettes, Shotgun
Shells, Switch for Yellow Armor
in 7. |
| | 7. Yellow Armor |

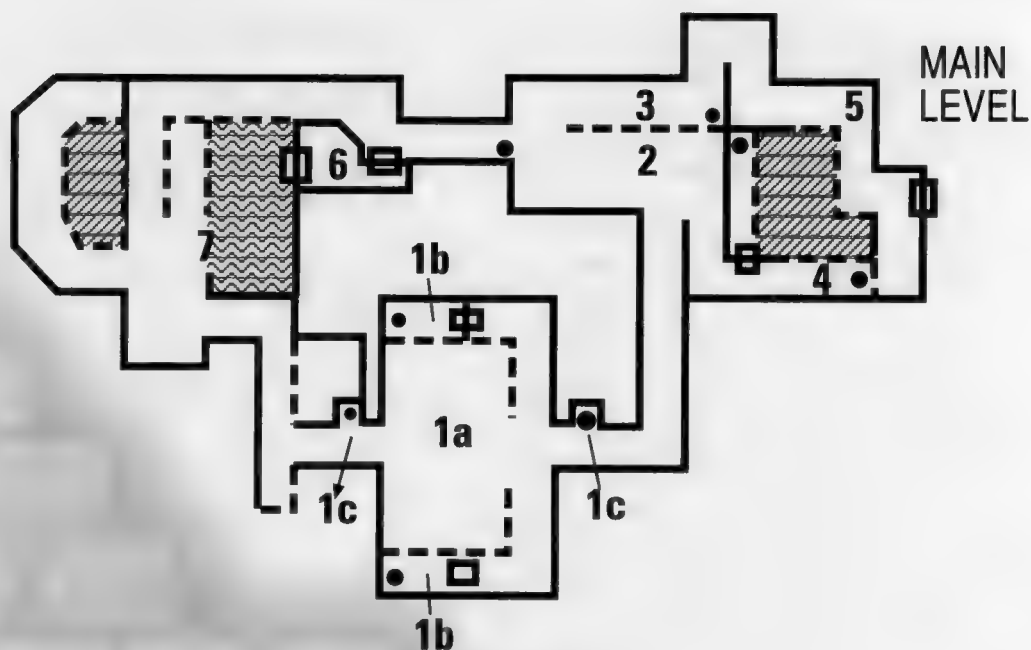


LOWER
LEVEL

- T Trap
- Switch
- SECRET Area
- ▨ Water
- ▩ Hazard
- ▤ Wall
- ◻ Door



UPPER
LEVEL



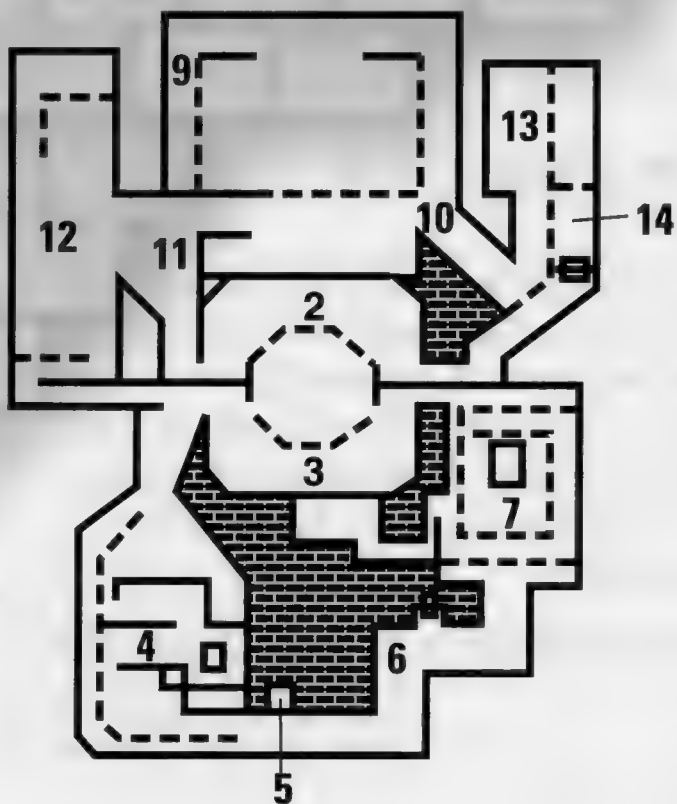
MAIN
LEVEL

Deathmatch 2: Claustrophobopolis

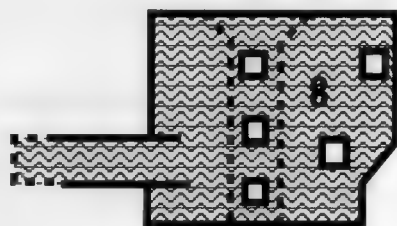
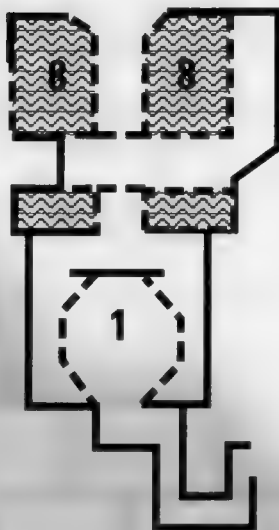
This is a frantic and furious battlezone for perhaps two to four players, with some large rooms and heavy artillery, as well as tight corridors and hazardous terrain that demand a certain skill with the controls. The switch at (8) is definitely noteworthy, as it leads to the upper platform in the large room, as well as granting access to Yellow Armor, a Rocket Launcher and ammo, and also a Quad Damage rune. Look out below!

Deathmatch 2: Claustrophobopolis At-a-Glance (DM2)

- | | |
|---|--|
| 1a. Lava Pool Room | 6. Red Armor (Turn and shoot Switch after riding lift up; door opens. Press against wall for exit to 7.) |
| 1b. Yellow Armor, Switches to open Lava Pool | 7. Nailgun, Flechettes, Health |
| 1c. Switches to Crushers in Yellow Armor rooms | 8. Grenades, Switch opens 9. |
| 2. Rocket Launcher, Flechettes, Health | 9. Yellow Armor, Teleporter to Moving Platform |
| 3. First/Third Switch in Red Armor Sequence | 10. Grenade Launcher, Grenades, Megahealth |
| 4. Second Switch in Red Armor Sequence | 11. Rocket Launcher, Grenades (Accessed through 9) |
| 5. Double-barreled Shotgun, Red Armor, Megahealth, Grenades, Teleporter to 1. | 12. Quad Damage Rune, Health (Accessed from 9) |



LOWER
LEVEL



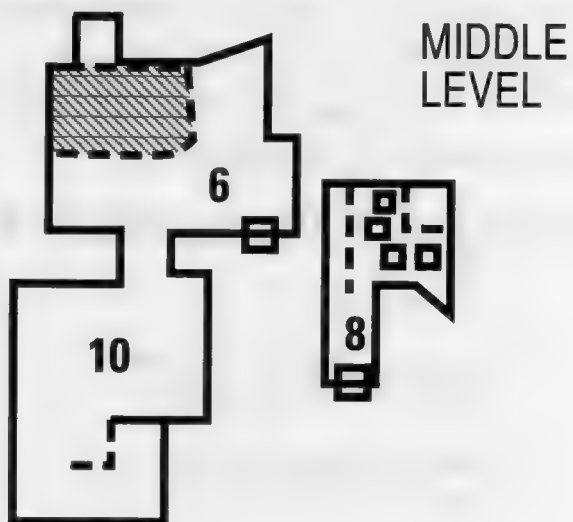
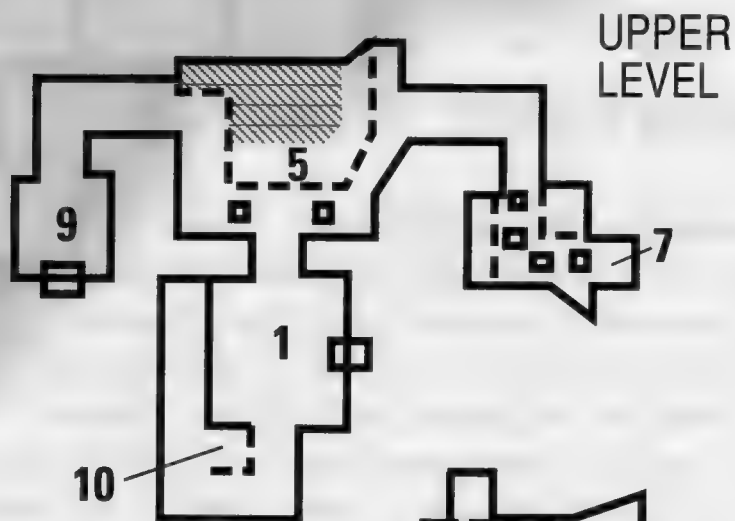
UNDERWATER

Deathmatch 3: The Abandoned Base

Whoever abandoned the base left plenty of goodies behind to Deathmatch with, including all the baddest weapons and power-ups. With one properly executed pass, through rooms 14, 11, 8, 12 and 3, you can grab up Yellow Armor, the Thunderbolt and Cells, a Pentagon of Protection, Megahealth and a Ring of Shadows. That takes maybe 25 seconds. Your opponents' death will be even quicker. Get used to the layout of this mission; it's sure to be a crowd pleaser. With the load of supplies, the Base functions as a frantic frag-fest for any number of combatants.

Deathmatch 3: The Abandoned Base At-a-Glance (DM3)

- | | |
|---|--|
| 1. Megahealth | 9. Rocket Launcher, Flechettes |
| 2. Quad Damage Rune, Grenades, Shotgun Shells, Flechettes | 10. Shotgun Shells |
| 3. Ring of Shadows, Grenades, Shotgun Shells, Flechettes | 11. Arrive from 14 |
| 4. Supernailgun, Flechettes, Grenades, Shotgun Shells, Cells, Health | 12. Pentagon of Protection, Megahealth, Underwater Tunnel to 8, Lifts to 3 |
| 5. Megahealth | 13. Double-barreled Shotgun, Health, Grenades |
| 6. Health, Flechettes, Teleporter to 3 | 14. Yellow Armor, Teleporter to 11, Access to 2 |
| 7. Grenades, Nailgun, Shotgun Shells, Flechettes, Red Armor, Access to 3 and 1. | |
| 8. Thunderbolt, Cells, Flechettes, Grenades, Underwater Tunnel to 11. | |




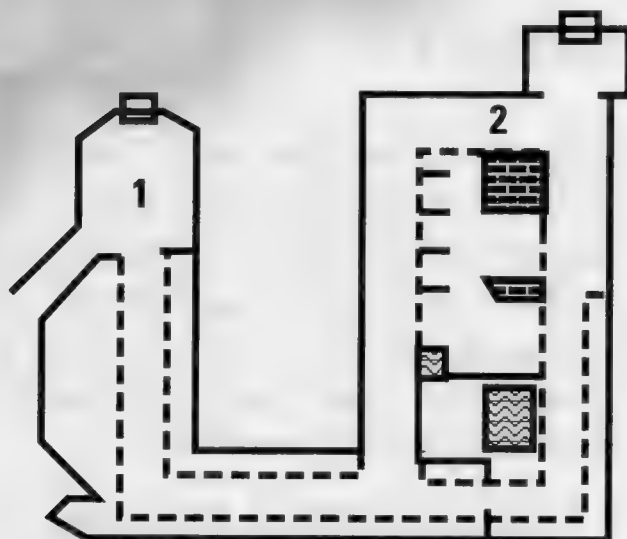
- T Trap
- Switch
- SECRET Area
- ▨ Water
- ▩ Hazard
- ▬ WALL
- DOOR

Deathmatch 4: The Bad Place

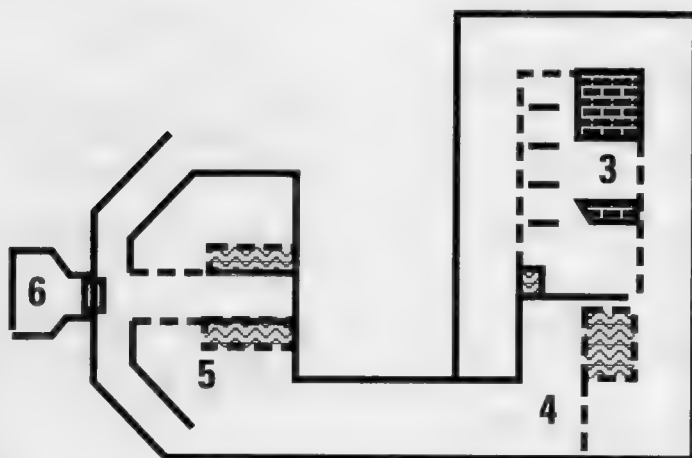
Small and filled to the hilt with weaponry, The Bad Place makes an excellent one-on-one arena. There's a grand total of one magical power-up: a Quad Damage Rune on a precarious ledge. Expect everyone to hear when it gets grabbed, and, since the mission is downright tiny and complete with several teleporters, you can count on a lot of company in short order. There's no finesse here; just large weapons waiting to be gratuitously unloaded.

Deathmatch 4: The Bad Place At-a-Glance (DM4)

- 
- | | |
|--|--|
| 1. Flechettes, Cells, Teleporter to 2 | 7. Cells, Shotgun Shells, Yellow Armor, Drop to 8 |
| 2. Green Armor, Health, Teleporter to 1 | 8. Cells, Flechettes, Red Armor, Rocket Launcher, Shotgun Shells, Teleporter to 3 |
| 3. Nailgun, Shotgun Shells | 9. Flechettes, Health, Teleporter to 7 |
| 4. Rocket Launcher, Grenades, Megahealth | 10. Double-barreled Shotgun, Grenades, Health, Shotgun Shells, Flechettes, Access to 6 |
| 5. Cells, Supernailgun, Quad Damage Rune | |
| 6. Thunderbolt, Cells, Grenade Launcher, Green Armor, Teleporter to 2. | |

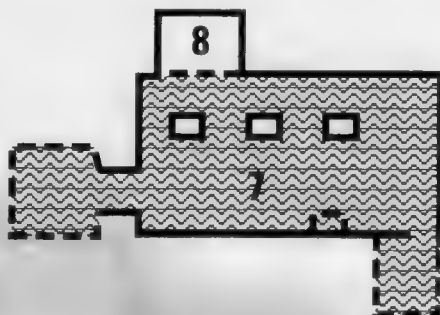


UPPER
LEVEL



MIDDLE
LEVEL

- T Trap
- Switch
- SECRET Area
- ▨ Water
- ▩ Hazard
- ▤ Wall
- Door



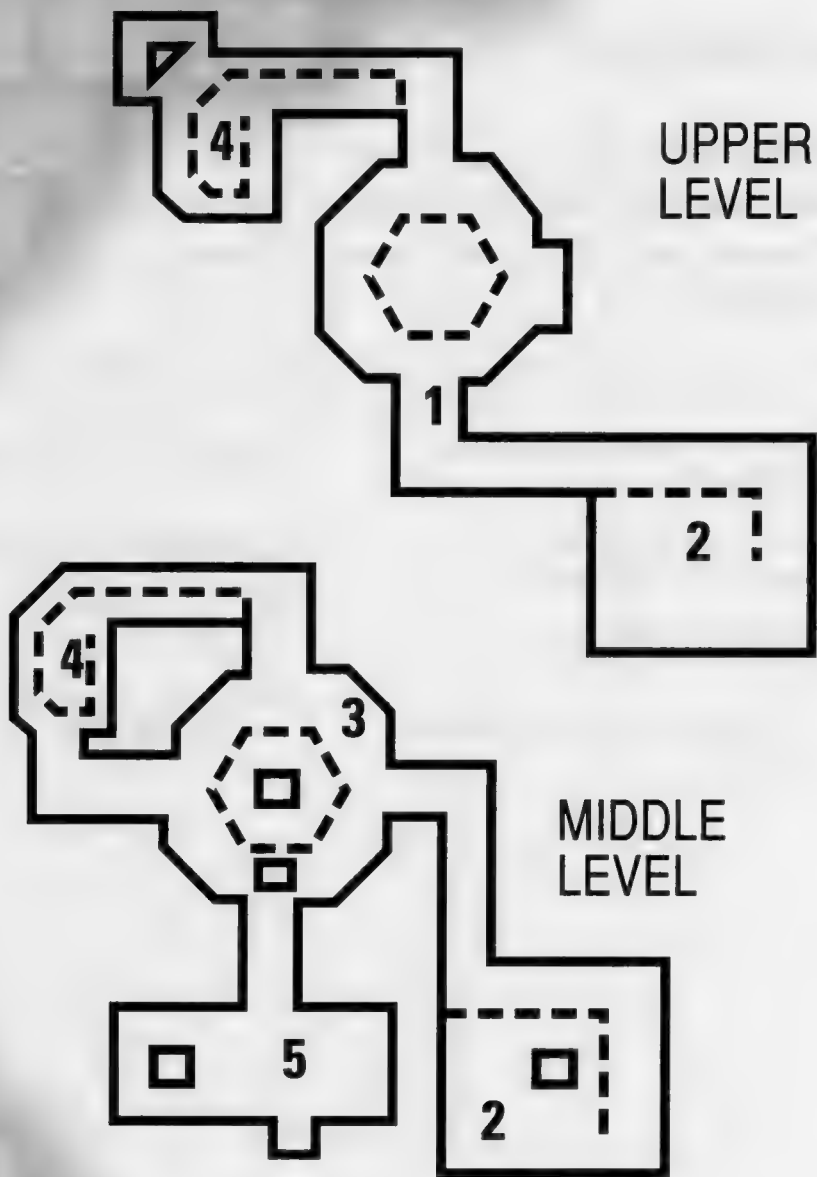
LOWER
LEVEL

Deathmatch 5: The Cistern

A compact little arena is The Cistern, just right for a couple of combatants who don't mind reaching their frag limit in a big hurry. Whatever you do, don't be the second person to go for the Rocket Launcher...

Deathmatch 5: The Cistern At-a-Glance (DM5)

1. Health, Grenades, Shotgun Shells, Teleporter to 2
2. Shotgun Shells, Flechettes, Supernailgun, Teleporter to 1
3. Yellow Armor, Flechettes, Grenades, Drop to 7
4. Cells, Health, Grenade Launcher, Access to 7
5. Shotgun Shells, Flechettes, Nailgun, Access to 7, Switch to 6
6. Rocket Launcher, Megahealth
7. Shotgun Shells, Health, Grenades
8. Pentagram of Protection, Thunderbolt, Cells



LOWER
LEVEL

- T Trap
- Switch
- Secret Area
- ▨ Water
- ▩ Hazard
- ▧ Wall
- ⬜ Door

Deathmatch 6: The Dark Zone

One last fast and furious Deathmatch arena, and this one comes complete with a spoiler. Grab some Armor and maybe a Megahealth, then beat feet to room 3. Notice the irregular floor piece in front of the tunnel leading to room 5. Shoot it, and drop down into room 6. The rest, as they say, is history.

Deathmatch 6: The Dark Zone At-a-Glance (DM6)

1. Grenade Launcher, Health, Cells
2. Supernailgun, Green Armor, Grenades, Health, Shotgun Shells, Teleporter to 5
3. Shotgun Shells, Health, Nailgun, Teleporter to 2
4. Rocket Launcher, Health, Flechettes, Red Armor, Access to 1
5. Rocket Launcher, Megahealth, Teleporter to 2
6. Thunderbolt, Cells, Ring of Shadows, Teleporter to 3



Cheat Codes

You want 'em, we got 'em. This is by no means the definitive list of every *Quake* cheat code in existence. It is, however, a complete listing of all known game-play relevant codes. If you thirst for the obscure, hit the myriad *Quake* Web pages and Usenet boards.

Unlike other DOS-based, *Doom*-style games, you don't type in a cheat code during gameplay. To activate your cheats in *Quake*, hit the [~] (tilde) key to bring down the Running Events log. This pauses your game (thankfully). Then type in your cheat; hit [↵Return]; then hit [Esc] or [~] to resume play. To deactivate your cheat, repeat the same procedure.

Once you get used to this new way of doing business, it's a piece of (death) cake.



Note

Quake doesn't recognize capitalization, which means you can safely leave your school-trained writing conventions at the Slipgate. However, *Quake* does recognize the spaces between individual components of a cheat command. In other words, enter the cheat codes exactly as they appear in these tables, spaces and all.

Cheat Code	What It Does/How It Works
GOD	Invincibility
FLY	(while flying use: [D] to ascend; [C] to descend)
KILL	Suicide (ends game and reloads at beginning of current mission)
MAP ExMy	Warp between levels * x = episode; y = mission number
SKILL x	Change skill level between missions ** x = skill level (0-3)
NOTARGET	Makes you invisible to all monsters, until you attack them
NOCLIP	Walk through walls, ceilings, floors, and more!

* The parenthetical code in the "At-a-Glance" headline corresponds to the appropriate episode and mission number. When you warp between levels, you lose all weapons and bonuses. In other words, you start with 100 Health points, no armor, an Axe and your trusty Single-barreled Shotgun. Note that the code for the very last mission is "END"

** 0-3 is Easy through Nightmare skill. The skill level itself only changes between missions and before new games.

The "GIVE x" cheat provides you with your weapon of choice, but without ammo.

Cheat Code	Weapon (w/o ammo)
GIVE 1	Axe
GIVE 2	Shotgun
GIVE 3	Double-barreled Shotgun
GIVE 4	Nailgun
GIVE 5	Supernailgun
GIVE 6	Grenade Launcher
GIVE 7	Rocket Launcher
GIVE 8	Thunderbolt

The "GIVE x 255" cheat supplies you with full ammo. The letter selects the ammo type. The number after the letter selects the total amount of ammo (255 is the maximum you can carry). So, to give yourself a total of 20 Shotgun shells, you'd type: GIVE S 20 and then hit Return. If for some strange reason you want to get rid of all your ammo, type GIVE x 256.

Health works a little differently. You can have a maximum of 1,000 Health points. Unlike a Megahealth boost, these points don't bleed out of your body over time. However, you go back to 100 Health when you start a new mission.

Cheat Code	Item
GIVE S 255	Shotgun Shells
GIVE N 255	Nails
GIVE R 255	Rockets/Grenades
GIVE C 255	Charges (for Thunderbolt)
GIVE H x	Health (x = 1-1000)

Act on Impulse

The “IMPULSE” cheat provides you with everything else that makes this world worth killin’ for.

Cheat Code

IMPULSE 9

IMPULSE 11

IMPULSE 255

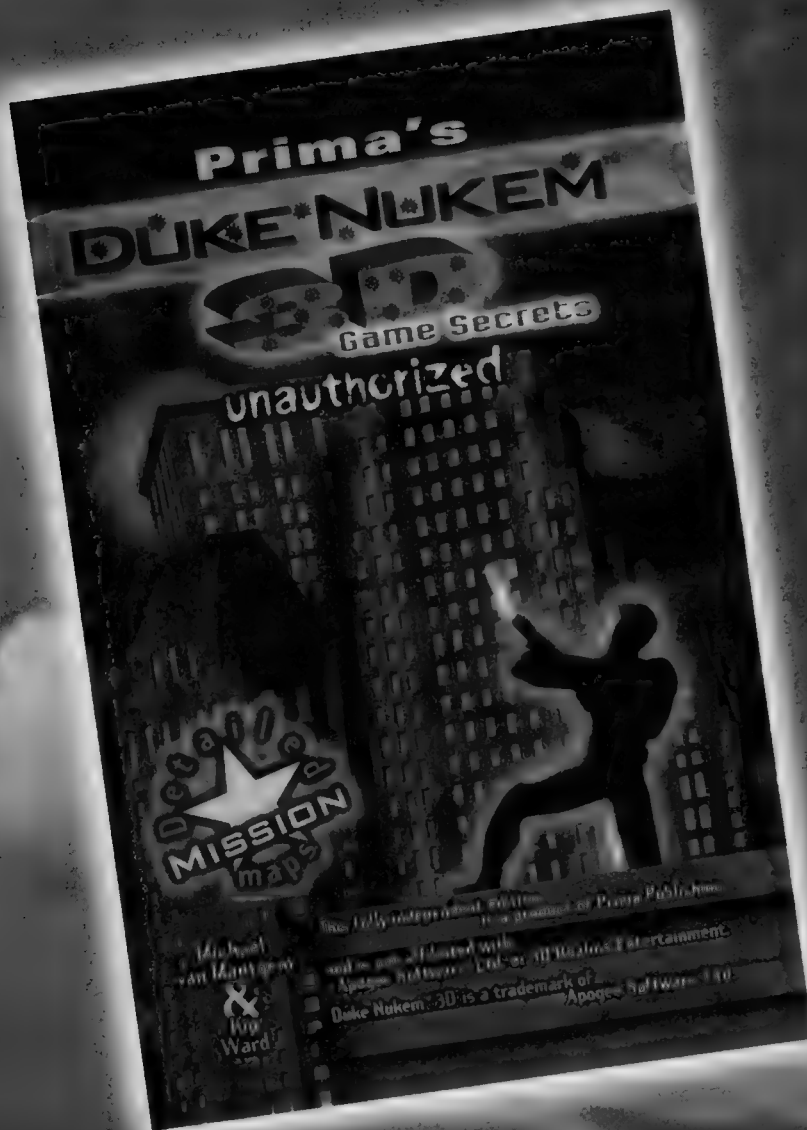
What It Does

All Weapons; Full Ammo

Gives you a Rune*

Gives you Quad Damage

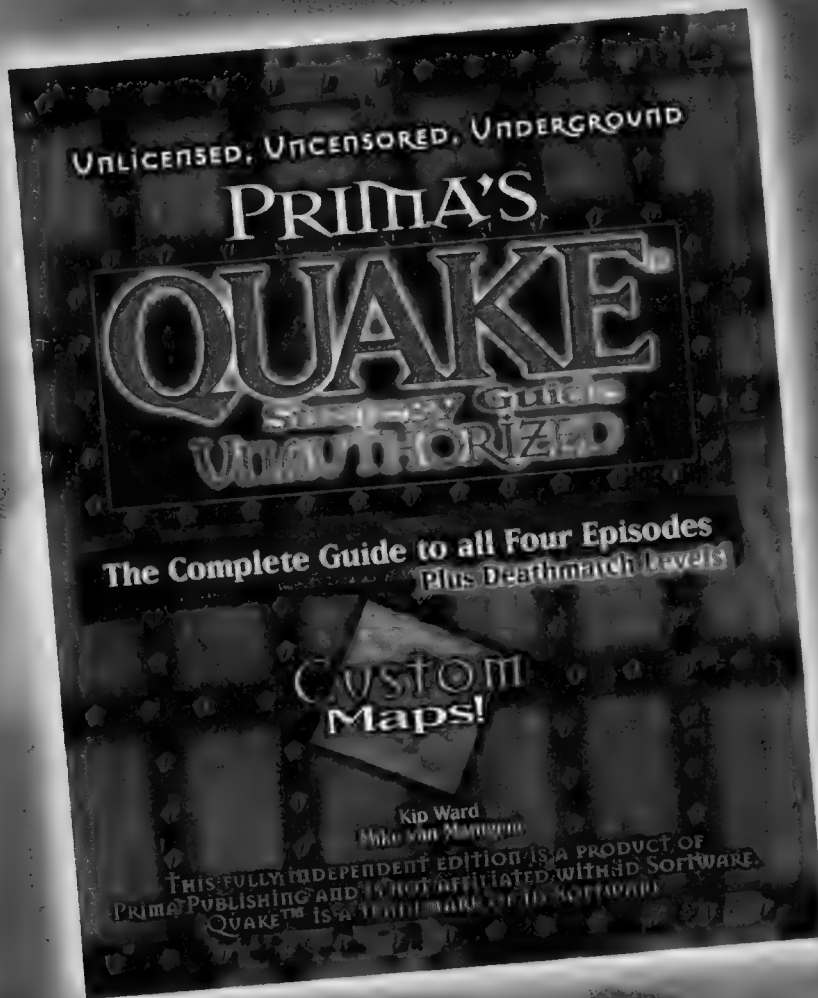
* You need four runes to complete the game. Check the top right side of the status bar each time you activate this cheat to see a new rune “light up.”



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